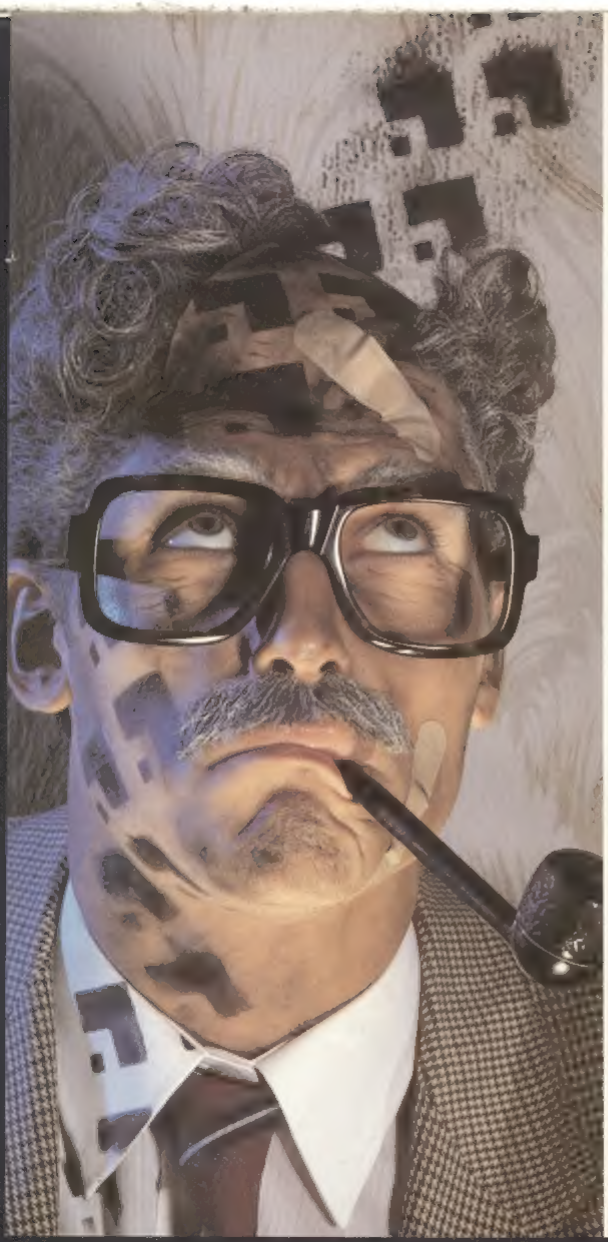
Warm up with the hottest games of the Winter.
The Ideas Men... Peter Molyneux and Randy Breen
What's in a game?
The rocky path to success...
ELECTRONIC ARTS
Autumn/Winter '92-'93
Plus:
Road Rash II - Lotus Turbo - John Madden 93
NHLPA Hockey 93 - James Pond's Aquatic Games



Head t

Lotus Turbo and

So the good news is that Road Rash™ II and new Lotus Turbo Challenge™ are both so designed for two players to be able to take part head-to-head.

The bad news is that I've no longer any excuses why The Old Man can't play with me.

Hopefully this will result in him no longer feeling the need to creep downstairs in the middle of the night, for a covert tangle with

Road Rash II

Hellidog the club-wielding gypsy biker.

But it does mean that until we actually commence battle in two or four-wheel combat, I will have to endure his repetitive and in my opinion, rather childish insistence, that I might be scared of losing to him.

Who is he trying to kid?

This man has problems backing out of the supermarket car park.

Though, let's be fair, having clocked some of the new features in Road Rash II, I personally have to admit to a few nagging doubts in the old Confidence Dept. myself.

The original Road Rash was scary enough. But now it's not sufficient that a total of fourteen hard-or rather, broken-nosed bikers

Road Rash II

seem to have all singled me out for all manner of punishment, including decapitation.

In Road Rash II, some bright spark has decided to hand them a yard and a half of bike chain and

Road Rash is a trademark of Electronic Arts.

l to head

o and Road Rash too.

ad Rash™ II
are both so
to take part

o longer any
y with me.
im no longer
stairs in the
tangle with

er.
we actually
heel combat,
ve and in my
, that I might

ing out of the

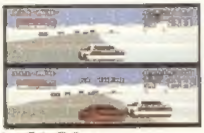
clocked some
ll, I personally
ubts in the old

cary enough.
at a total of
-nosed bikers

for all manner
ion.
rk has decided
bike chain and

give every chance of completing the job.

The trouble of course, was that Road Rash proved so irresistable that it attracted what even I would call Undesirables, from all over the globe.



Lotus Turbo Challenge

This necessitated the need for events in Road Rash II to become more organised and the prize money to get larger, though thankfully the rules became no more complicated.

There still aren't any.

Perhaps dad and me would be safer behind the wheel of a Lotus Elan or Esprit Turbo in the new Lotus Turbo Challenge.

I think not.

This is no day-trip to Margate, but a monstrous head-to-head duel in the most

Lotus Turbo Challenge

arduous conditions known to Man and Ian MacCaskill; blinding snow, driving rain and dense fog.

It's a race against the clock to make each checkpoint, through 8 stages over outrageously steep hills and down impossibly twisting dales.

Negotiate tunnels, bridges, crossroads and commuter traffic without losing your cool.

Considering that when dad last drove over 45mph, there was still such a thing as British Racing Green, who would give him a snowball's chance on a turbo-charger against a street-wise dude like yours truly?

So come Pops, let's see what you're made of. Make my Day.

Lotus Turbo Challenge is a trademark of Gremlin Graphics Software Ltd. Lotus Turbo Challenge is an approved and licensed product of Group Lotus PLC.

EA AIR FORCE

If God had n
he would've

I first realised that it was not entirely natural for Man to take to the skies, at the tender age of six.

This was at the moment when I bailed out of my flaming Spitfire, cunningly disguised as the garage roof, only to discover that my big brother's bedroom curtains were rather poorly designed for use as a parachute.

Yes, I had a season ticket to the local Casualty Ward even then.

The moment I inserted the Desert Strike ™ cart, it suddenly all came flooding back to me.

The plummeting fall, the sickly sweet smile on the face of the nurse, as she asked me "Does it hurt?" while applying pressure to my wounds that would have paralysed me with pain, had there been nothing wrong with me.

Perhaps this case of deja vu was a reaction to my first few seconds of flight, when buoyed with andrenalin, I failed to notice the warning that I was entering a danger zone and a single sniper brought me down to earth with a bump.

And "I" was the one especially chosen by the President to rid the world of its most dangerous dictator?

Desert Strike

Soon however, I was taking out radar posts, power stations, ground-to-air missiles.

And I began to learn the tricks of the chopper-trade like hiding on the right side of a power station to be safe from attack.

After a matter of only a few weeks, I was picking off SCUDS and entering the city to do some real damage.

The great thing about Desert Strike is how quickly you get into the action. (Once you've managed to take off that is).

Desert Strike

The 3D top down perspective makes you believe you're watching a film. A film in which you control the action.

And by referring to the on-board computer you can constantly calculate the location of the enemy troops and more importantly from my point of view, their weaponry.

Desert Strike

I know that some guys get to grips with Desert Strike within a couple of weeks, and I'm making it look like The Thirty Years War, but one day... one day I'm going to reach the end and gain the eternal thanks of the entire Western World. You see if I don't.

LHX Attack Chopper ™ may also be about helicopters.

It may even share in common, the McDonnell Douglas Apache, as well as featuring the experimental and still under wraps, Light Helicopter Experimental.

ad meant us to fly
've given us bomber jackets.

But I can assure you, LHX is a completely different kettle of bananas.

For a start, you get either a cockpit view or any of seven external angles.

You have a choice of skill level to suit your own talents.

Just as well eh?

LHX Attack Chopper

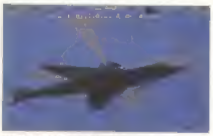
And you can select the type of missions you want to fly and which flak-filled skies you want to fly them in.

Choose from Europe, South East Asia and the Middle East.

There are the glamour exercises - Alpha and Surgical Strikes which are for the John Wayne types amongst us.

Seek, destroy and get home before your lunch makes a comeback.

And there are the support assignments.



LHX Attack Chopper

Draw enemy SAM missiles away from your bomber aircraft, fly casualties through an area where the Red Cross makes an ideal target, or evacuate POWs out from under the noses of a dictator's crack artillery.

Still, the pilots get to wear some pretty cool uniforms. As do the flyers of an F-22 Interceptor.

See over.

Desert Strike and LHX Attack Chopper are trademarks of Electronic Arts.

Yep, those American boys sure know how to dress up to go into battle.

You begin to suspect that they have their own personal tailors and hairdressers.

As well as subordinates to make sure their name-badges and mirrored sunglasses are on straight, their helmet straps hang just-so and the oil marks on their exhausted faces look suitably heroic, when they return from their missions.

No wonder they get all the girls.

F-22 Interceptor

Still, you can't fault their skill.

Not when you've tried to fly a monster like the F-22 Interceptor.™

This is a Mega-classic.

Sensationally real.

You could be hurtling low over an alien landscape, a MiG on your tail and a ground to air missile headed for your nose one minute; and taking on enemy fighters in a lightning-fast version of a dog-fight, the next.

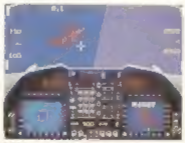
Not only do you get to view the action from a detailed cockpit, but from all manner of external angles including the nose of your guided missile.

So it's bang-bang up to date.

I personally had a problem, apart from being zapped before my seat belt had got warm, of deciding which of over 100 missions on four continents, to undertake.

But as all football managers will tell you, "It's a nice problem to have, Brian."

Now if only I can learn to chew gum and fly at the same time, I reckon I'll have this one cracked.



F-22 Interceptor

EA AIR FORCE

What's in

The rocky path every EA game takes from the creator's head to the shelves of your local games emporium.

Ever wonder how those folks at EA make those games? Well, now you can find out what only a tiny handful of people in Langley know. Now read on ...

The Big Idea.

Every game, in the shrouded mists of its past, exists only as an idea. A twinkle in the eye of a nut case. You can't say where the idea came from, or even whose going to think it up. Anybody can have one - a producer, programmer, game designer, or even some marketing dweeb in a tie.

A producer may get his kicks riding motorbikes. He thinks "That'd be a helluva game!" You end up with the Road Rash series. Maybe a designer is parked in front of the TV watching a Bond rerun; as he nods off, his warped imagination twists the plot into a fishy tale about an undercover cod named James Pond.

Or imagine that marketing guy (still in his tie) doing something totally crucial, like observing how the light reflects off his Porsche keyring, when suddenly he realizes that the market is ripe for a 3-D graphic female mud-wrestling simulator ...

But the idea isn't all of it.

It takes a lot of people to bring the idea to the screen. The first person on the road is ...

The Producer.

s in a Game?

Regardless of where the idea comes from it's the producer who decides to turn an idea into a reality.

But who, or what, is the producer?

If you had to identify an EA producer in a police lineup of psychopaths, look for the guy whose fingernails have been chewed raw. They're bleeding because he's the one who's responsible for the whole project.

It's the producer who has to seek out and hire talented people to create his game, oversee all of the contracts and licenses the title is using, be responsible for how the money is spent and whether the product is on schedule.

It's up to him to make sure that the game is living up to his, and of course EA's expectations.

The Development Team.

The producer's first task is to pick his

team of people who will do the work.

At the bare minimum, he will need: one or more graphic artists to draw everything in the game; a programmer or two (or three or four) to make the pictures on the screen do what they're supposed to; and a musician to hammer out tunes and record sound.

Sometimes you have a separate game designer who plans out the game and orchestrates the talents of the artists, programmers and musicians. And a writer may be hired to write game text, giving game characters distinctive voices and personalities.

If the game is based on real life, the way sports and military games are, an expert in the field may be called in to co-design the game.

The Madden series of American football games is a good example. John Madden is the former coach of Oakland and a noted sports analyst. He worked closely with EA, providing our game designer with enough theory, practical advice, and actual plays to produce a "down in the dirt in yer face" American football game.

The Script.

Hollywood uses scripts to give direction to actors and cameramen.

The New Hollywood of interactive entertainment uses scripts too. And they serve the same purpose - to give direction to the development team.

Getting the idea onto paper may seem like a weird step to getting it onto the screen. But with so many people involved in the creation, it's essential for everyone to have a clear idea of what the team is aiming for.

Game scripts aren't the most exciting read. The Big Idea section is usually fun, but the parts about "vector routines" and "random access memory usage" could be hocked as home remedies for insomniacs.

The Dreaded Review.

So with script in hand, the development team starts to work through a series of phases known as milestones. There are three major stages: Alpha, Beta, and Final.

At each, a formal committee of Company Bigshots get together to review the product. If you're a producer, sitting in a review meeting is like chewing glass in a piranha tank filled with acid, ie. None too pleasant.

The product is criticised from e-v-e-r-y possible angle, with particularly nasty comments getting a hearty round of applause.

There's a reason for it, of course. Everyone wants the product to be good. Everyone wants it to sell, because everybody wants to feed their families next year.

If the game has legs, it survives, if it doesn't, it loses them and its life. (C'mon, no one ever said natural selection is pretty.)

Alpha - A few simple tricks.

At the Alpha stage, parts of the game are already starting to work - a character can move around or an airplane may fly etc. But other parts are still only paper dreams.

However these are simple tricks that give other people in the company something to focus on. Marketing starts putting together nifty packages and manuals. Public Relations begins to leak hints to the press. And steadily some heat begins to build around the product.

Beta - Bug Stomping.

Beta is the point at which everything is in the game and supposedly working. But there are still details to be ironed out.

So it's turned over to a bunch of gaming studs known as Beta testers.

Since these guys make their living looking for bugs, they're really professional exterminators. They like to say their job is to

push the game to its limit. What they're really doing is looking for ways to make the program do stupid things it's not supposed to.

They are a bunch of malicious geezers. You can see it on their faces. One of them will be sitting there, frowning. He'll suddenly press all three control buttons at once, just to see what happens. And then he'll smile when the cart suddenly explodes.

Final - The Last Fence.

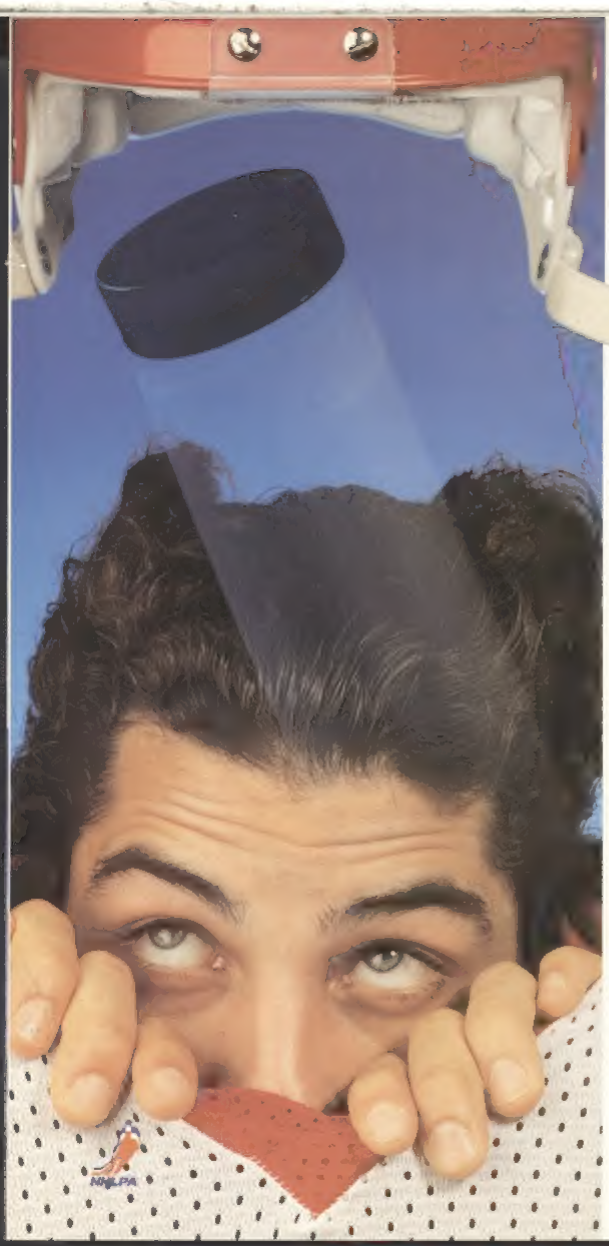
When the testers and producer can't find any more bugs, they send it off to the no less oppressive Quality Assurance boys.

If they agree that the software works, they haul out a big rubber stamp.

If they don't, they carry it into the producer's office - holding it with two fingers, like it was a rotting entrail and drop it at his feet.

Ship it.

The two most satisfying words in the dictionary.



How come

It was a frosty October day, more years ago than I care to remember.

It was lunchtime and I was picking the sides for a game of playground footie.

I ended up with an oiky little weed called Aubrey. You know the type?

Horribly clean shoes, smarmed down hair and the only one in the class who could make head or tail of Physics?

In fact only good for copying your homework from?

No mind, despite his protests, he was put in goal and his pristine blazer was commandeered for use as a goalpost.

He cut a pathetic figure as he hugged himself to keep his bones warm, making bleating noises of excuse every time the ball shot or rolled past him.

But the truth is, no one ever wants to go in goal.

Not even in soccer - which is a relatively harmless pastime.

So why would any sane person volunteer to go between the posts in Ice Hockey?

Are they duped into it?

I can just imagine a coach going up to one of his players, clapping his arm around him and saying "Congratulations kid, you just made the team".

Then on the day of the big game, taking him aside, pretending to be embarrassed and complaining "Well wouldn't you just know it, the goal-minders's got a cold and his mom won't let him play? You gotta help us out. Just this once."

And he's stuck with it. A career as a human target.

EA
ELECTRONI
SPORTS NE

National Hockey League Players Association and the logo of the NHLPA Electronic Arts. John Madden Football '93 and EASN are trademarks of

me whatever team colours I wear, I always end up black and blue?

At least in new NHLPA™ Hockey '93, they have given the goal-minder added mobility.

He can now dive for the puck (or presumably out of the way) lunge after slap shots and make dare-devil kick saves.

Not that it's exactly a Sunday afternoon picnic out on the ice, where they now have the power to trip, hook and make

NHLPA Hockey '93

slap shots that can smash the glass.

They've also got real names,

So now you can pick your team from the hottest NHLPA players on ice.

Then by drawing on statistics based on actual performances of over 500 players during the 1992 season, you compile your ideal team

NHLPA Hockey '93

with what you consider the right blend of speed, skill and goal-scoring ability.

And not an Aubrey among them.

When whoever it was invented American Football, he very sensibly forgot to include a goalkeeper.

And he concluded that it was only fair that the chap most at risk, The Quarterback, got the most glory and the most advertising endorsements.

To be a great team, you had to have a Quarterback with a good head on his shoulders and sufficient fleet of foot to keep it there.

John Madden Football '93

In new John Madden Football '93™, as well as any of the 28 updated teams of today, you can now be any one of eight finest headline hogging outfits of all time.

And discover how such teams as Madden's own Oakland '76, might fare against San Francisco of '85 or the New Yorkers '86.

The game has also been updated to

John Madden Football '93

include a "No huddle" and "Time out" options.

There are play reviews just like on television and brand new moves, like taunting and head-butting.

Though as yet there is no feature to show the Quarterback opening his new chain of restaurants, or learning to drink cola and smile at the same time.

EASN™
ELECTRONIC ARTS
SPORTS NETWORK

and the logo of the NHLPA are trademarks of NHLPA and are used under license by
nd EASN are trademarks of Electronic Arts.

The Ideas Men.

Peter Molyneux and Randy Breen reveal how the ideas for Power Monger and Road Rash were first hatched.

The Birth of Power Monger™ (by Bullfrog Productions Ltd)

Written by Peter Molyneux.

When we completed our first major game, Populous, I decided I really like the idea of a game that lets you gaze down on a little world.

I wanted to do another one, but I had no idea what kind of game it would be. I've always been crazy about war games, so I figured a conquest type of thing would be good.

But I didn't want to do a traditional war game. In most war games you play in 'turns'. I've always hated that!

All games should be in real time - why should the machine stop just because you need to think or drink a cup of coffee?

So a real time conquest game was the starting point, but I still needed something that would make the game unique.

I hit on the idea of giving everyone in the world their own little personality.

That was pretty ambitious, because it created massive problems from a programming point of view.

How do you give a computer character a will of his own?

The next problem was to make sure the game wasn't too easy.

I introduced the concept that you must keep your army supplied with food, and I gave people in the world jobs like fishing and farming. Unfortunately, the people had their own hungers, so they kept eating the food rather than storing it in their villages! (I ended up decreasing their appetities a little.)

The game was taking shape, but I still needed more realism. There were only men in the game at that time, so I put women in - which, of course, meant that the people would be able to get married and live in the same house.

Nature being what it is, I had to let them reproduce, so now and then you'll see a stork flying by carrying a newborn child.

Now this had peculiar consequences for you, the player, who's free to do anything.

I mean, if you're not a particularly nice person, you could take out your bow and arrow and shoot down the stork...

That tucked-in feeling by Randy Breen designer of Road Rash™ I and II.

We do a certain amount of research on each product that we begin. In the case of Road Rash I and II, I happened to own a motorcycle (a Suzuki GSXR 750 at the time), which made for an excellent test vehicle.

I wanted to share that tucked in feeling that comes with riding a sportbike so I strapped an 8mm video camera to the petrol tank and headed for Skyline and the local twisties.

I began the ride casually with a few right and left handers out of the car park and onto the expressway.

Nothing unusual as I accelerated from 0-60mph

How golf you 'round

Now golf is a game I could get into.

Buckets of prize-money, sponsorship deals coming out of your ears, loads of glamorous stars begging to be photographed with you.

And what do you have to do in return? Hit a little ball across a field and down a hole.

Nobody belts it back, nobody tackles you from behind, tries to grind your best features into the dirt or knock you into the middle of next week.

And, you even get somebody to carry your sticks for you.

That's how I thought until I encountered PGA TOUR ® Golf II.

EA
ELECTRONIC
SPORTS

EASN is a trademark of Electronic

eeling
en
™ I and II.

search on each
f Road Rash I
re
hich

ew right and left
the expressway.
d from 0-60mph

in 3 seconds or so, but traffic was busy on the freeway so I kept the throttle in check and made my way toward something more remote

As I made my way off the freeway I started to get on the gas again and began looking forward to some full on lean angles revved the motor and dropped a gear and as I hit the gas the front of the bike began to leave the ground

That s about the time when I noticed the black and white H ghway Patrol car merging in from the second freeway off ramp

The engine went quiet as I cut the throttle and fell in line behind the patrol car

The video footage just wasn t what I d hoped it would be

golf can drive ound the twist!

uld get into.
sponsorship
loads of
photographed

o do in return?
nd down a

obody tackles
d your best
you into the

ebody to carry

til I encounter-

This, I would suggest, is actually approaching hard work

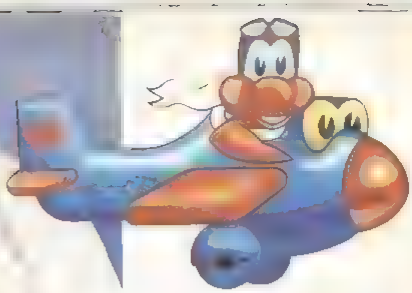
The only golf game that the PGA TOUR deem good enough to bear their name, this new version features draw and fade shots (Deliberately bending it to the right or left, to you and me

There are now seven courses to swear at, including a Skins Tournament, which results in you either taking a bus or a stretched Caddie home (That s Cadillac not the guy who carries your sticks

You get to play against ten featured Pros all of whom I m naturally on first name terms with. And there is a new Hole Browser feature that gives you the eyes of a TV cameraman

EASN
ELECTRONIC ARTS
SPORTS NETWORK

registered trademark



I don't know about you chaps, but I spent the two weeks of the Olympics glued to the TV waiting for the synchronised swimming to flash on the screen.

And did it ever come on?

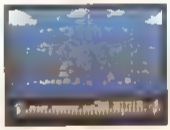
Well did it?

If it did, I must've bunked off or fallen asleep. Perhaps after sitting through several scintillating hours of horses jumping over poles.

Four whole years I'd waited for another chance to see those less-than-radiant maidens with their water-proof lip-gloss, toothpaste commercial smiles and rather attractive matching nose-clips.

As if by way of compensation, along came The Aquatic Games.

When I saw that it starred among others none other than James Pond...



The Aquatic Games

...I was hooked.

I reckon I could be Pond's biggest fin mean fan.

And my hero-worship was no splash-in-the-pan.

Hadn't I been one of the first to sign the Offishal Secrecy Act?

Which fishy actor was the most famous Pond? *Prawn Connery*

But Pond has come a long way since he was first spawned.

Taking a break before his next big mission he may be. But when the big fish at F.I.S.H. asked Pond to take it easy, put his tail up awhile, he told them in no uncertain terms to "Go jump in the lake."

The great fishy secret agent just gets batter and batter.

Instead he organised these ten fun- and pun-filled events

Was I in for a whale of a time?

Well yes, until I discovered that "Aquatics" included a Leapfrog event, with a real frog called Fortesque

Memories of a playground incident involving leapfrog and a fellow pupil named Fats (aren't kids cruel?) Fortesque - well there's a coincidence- came flooding back

We only allowed Fats to join-in thinking that he'd never get his fifteen stone of solid fish and chip-butty off the ground

We were wrong

Moments later I knew what it was like to be run over by a jumbo jet

The last I heard, was that Fats was joining the police with ambitions to become a detective in the C.O.D. Best place for him (I can't help myself)

What was Prawn Connery's favourite car? *An Aston Marlin DB5*

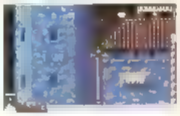
But back to James Pond in his day job catching baddies for F.I.S.H. in one of my fave games of all time James Pond II Robocod

I don't know about you but I sometimes think that Pond is a good deal brighter than the human 007

The Aquatic Games

What kind of secret agent would check into a hotel and not cast an eye about for the bugs and hidden cameras?

As I recall not only do SMERSH and the KGB get to spy on him getting up to no-good but two U.S. Presidents, the Queen and Margaret Thatcher as well



James Pond II Robocod

You'd also think he'd be a touch more careful about his choice of female company

And he'd surely have sussed it out by now, that anyone with an aquarium the size of a swimming pool in the front room, inevitably means he's going to end up in it, wrestling crocodiles or sharks or snakes or barracuda.

Now there Pond would definitely have the edge

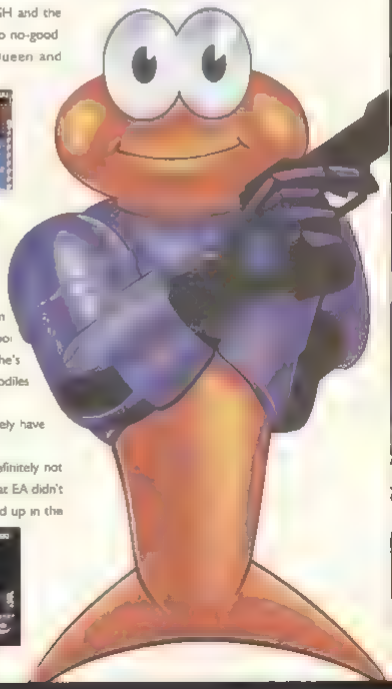
I'm rather surprised, though definitely not disappointed that those sadistic folk at EA didn't try and dress me up as him - trussed up in the

James Pond - Robocod

James Pond II Robocod

Robosuit and sat in a Turbo Tub

Maybe they've got an idea in mind for James Pond III, a full-blown adventure and the best Pond yet, which is out next year and apparently sees Pond heading for the stars



trademarks of Millennium Interactive Ltd

Arcade Action with a capital "Aaaaaaaa!!"

While waiting for the Italian Footie to come on one Sunday afternoon I happened to thumb through dad's record collection. Not something I would normally dream of doing you understand.

To my amazement, hidden among the easy listening dross, I came across some rare and extremely listenable Heavy Metal albums.

The Dark Horse.

When challenged, dad didn't show the least sign of embarrassment, not even when he showed me a photo of him in Loon Pants.

(Ask your parents about them and see how they react.)

Why do I mention such trivia?

Why is it relevant?

Because, there is a new pinball Mega title known as Crue Ball, and I'd like the world to know that when it comes to Heavy Metal - I have the credentials.

It's in the blood.

So you can imagine what music it was to my ears as Crue Ball burst into life to the sounds of three ear-splitting renditions of sing-along-a-Crue toons - "Dr Feelgood", "Home Sweet Home" and "Live Wire".

As I banged the flippers into a blur, I could almost see dad shaking his dandruff.

Climbing through the different volume levels, I came within sight of any self respecting Crue-man's concept of heaven - The Backstage Level.

Crue Ball C[illegible] screenshot

Once there, I prepared to encounter the final Guardian. Who dad, a nostalgic tear in his eye, said bore a striking resemblance to the neanderthal bow-tied bouncers at

Shadow of the Beast

Bournemouth Winter Gardens of his youth.

This heavy metal experience must've had a lasting effect on me, for only days later I found myself concocting the perfect plot for a Metal concept album.

An unspeakable Nasty called the Beast Lord has snatched your baby sister from her cradle and is even now preparing to make her into his slave messenger.

I was halfway through completing Side One in my head, when I realised that this was none other than the self same scenario to Shadow of the Beast ™!!

If like me, you always thought Shadow I was pretty wild... this is totally undomesticated, with more diabolical puzzles, more savage action.

I dare you to try it.

In the days of old, even before loon

pants there existed an Arthurian world of round tables, chivalry and valour

An age when every damsel was in distress and every knight was Saturday Knight. (sorry)

It was then that the ancient legend of Galahad by Psygnosis was born

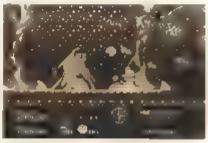
The poor boy must really have had the hots for the local princess

For to gain her hand in marriage, Galahad had first prove himself worthy of knighthood

And to do that, he had to slay a nestful of dragons, survive the perils of treacherous waterfalls mysterious caves and a desolate wilderness

Not to mention some pretty unsavoury weather conditions

And to think, these days you get knighted for donating a wing to an art gallery



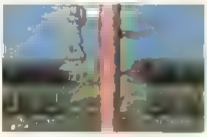
Risky Woods

Another with more courage than grey matter, is Rohan from Risky Woods

This guy is really asking for it

He slips into an evil forest knowing beforehand that there are over 20 kinds of heavily armed reprobates awaiting him

Call me a scaredy-cat if you like, but even with the aid of magic axes, fireballs and chains, the odds don't sound too healthy



Rolo to the Rescue

Perhaps Rolo to the Rescue, featuring Rolo the Baby Elephant could be more my scene

Surely I can't come to much harm with companions like cuddly little moles and squirrels and beavers

On the other hand Rolo's mum has been abducted by some villains called the McSmiley Twins

Knowing my luck, they'll be armed with meat cleavers

Shadow of the Beast is a trademark of Psygnosis

How to rule the world.

In a zillion very difficult stages.

If I ruled the world

I'd insist that only girls with decent legs could go out in public wearing tight black mini-skirts or cycling shorts

Karaoke would be confined to a small island off Scotland

Grand Prix motor racing would be so organised that all the fastest cars would start at the back of the grid rather than the front

(OK, so it would make it a trifle more dangerous but far more fun.)

Live football would only appear on TV seven days a week

Mondays mornings would begin two hours later

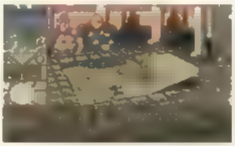
Grown men with pony-tails would take a long, hard look in the mirror and ask themselves "Do I look a complete Dodo or what?"

Supermarket trolleys would cease to have a mind of their own

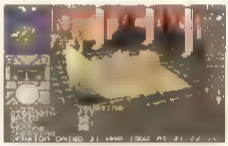
Sports shirts and shorts would revert to simple sensible colours, rather than look like something designed by an inebriated bathroom-wallpaper designer

They'd get that Swedish bird back on to read out the weather pronto and.

All world conflicts would be decided by each country with a grievance entering their top politician in a - Best of Twenty One Games of Power Monger - simply the most testing and best strategy game on the Mega Drive or any other system known to Man - to decide the victor

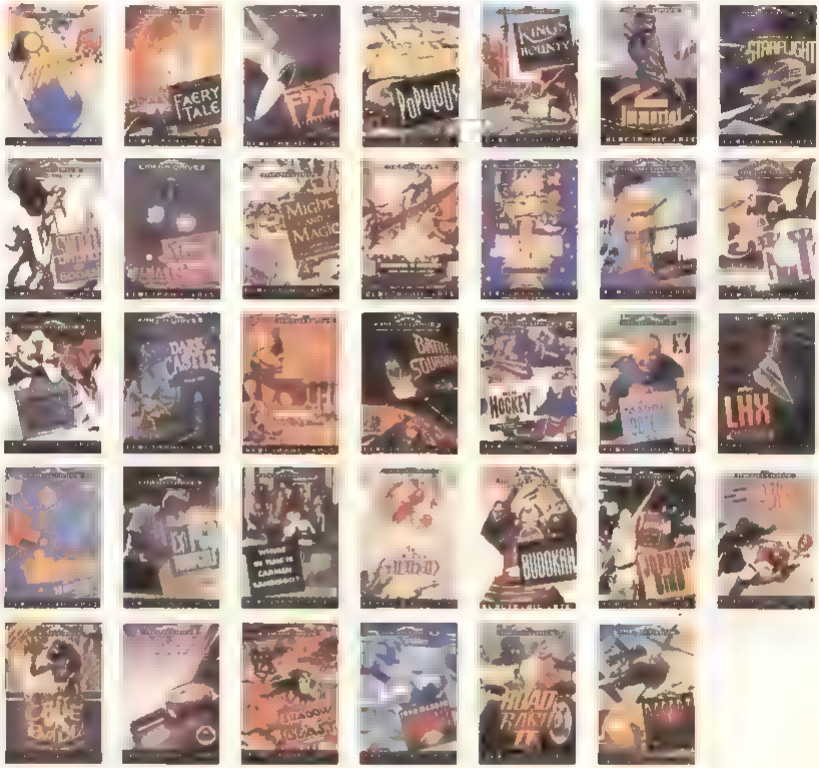


Power Monger



Power Monger

Perhaps I'll have this lot cracked by the time I'm collecting my pension.



For the latest news call the EA Information Line 24 hours a day, 7 days a week

Dial 0839 106000

For.

John Madden Football Tips (all cart versions)
John Madden Football Passwords (original Sega only)
Bulls v Lakers (Sega) — **Dial 0839 106001**

Faery Tale Adventure
F 22 Interceptor (Sega) — **Dial 0839 106002**

Desert Strike (Sega and Amiga)
Bards Tale III-The Immortal (hints) — **Dial 0839 106003**

James Pond II (Sega)
Road Rash (Sega and Amiga) — **Dial 0839 106004**

Shadow of the Beast (Sega)
Might & Magic (Sega) Rings of Power (Sega) — **Dial 0839 106005**

Starflight
Black Crypt (Amiga and PC) — **Dial 0839 106006**

ELECTRONIC ARTS®

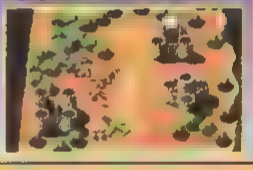
Distributed by Seg

MASSIVE 180 PAGE CHRISTMAS SPECIAL!

MEAN MACHINES SEGA

£3.95
US$8.00
DEC NO 3

EXCLUSIVE!
MEGA-LO-MANIA
FULL REVIEW!



MEGADRIVE

MEGA CD

MASTER SYSTEM

GAME GEAR

ECCO
MEGADRIVE
GAME OF THE
YEAR!

PGA TOUR
GOLF II
EXCLUSIVE
REVIEW!

INCREDIBLE!
63 PAGES OF
MEGA
REVIEWS!

EXCLUSIVE!
STREETS OF RAGE II

DRAGON'S FURY

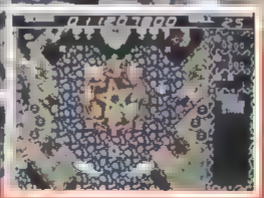
A Totally Awesome Gothic Chamber of Horrors awaits you in this, the Ultimate Video Pinball Game. Incredible Graphics, Great Action Packed Playfields. Six Bonus Rounds and The Chance to Score One Billion Points – *If You're Good Enough!*

"What can I say but WOW! I have never ever played a game as much as I've played Dragons Fury. Its absolutely Amazing!" *93% SEGA FORCE*

"A remarkable "Gothic" Pinball Sim that succeeds in every aspect. A must for All Megadrive owners!" *92% MEAN MACHINES*

"The Best game of it's genre on the Mega Drive. Graphically Gorgeous sonically Superb and eminently Playable." *89% GAME ZONE*

IN-FURY-ATI



MEGA DRIVE
DRAGON FURY
THE BEST 3D PINBALL GAME IN THE WORLD
TENGEN
16-BIT CARTRIDGE
MEGA
PIT FIGHTER
PAC-MANIA
PAPERBOY
DOMARK
SEGA
TENGEN
VIDEO GAMES

CONTENTS

COVER STORY 24

Ecco!
The Megadrive dolphin simulator turns out to be one of the greatest console games ever produced!

REVIEWS

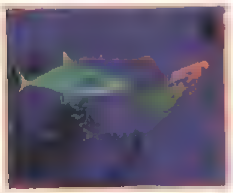
ECCO 24
TERMINATOR II: THE ARCADE GAME 74
X-MUTANTS 80
LOTUS TURBO CHALLENGE 84
WWF SUPER WRESTLEMANIA 92
MEGA-LO-MANIA 96
JOHN MADDEN FOOTBALL '93 102
BATMAN RETURNS 106
WORLD OF ILLUSION 110
RISKY WOODS 122
TAILSPIN 126
PGA TOUR GOLF II 130
STREETS OF RAGE II 140

△ *Grey fancer: is it any good or a pile of cack?hfdxhg hgdshgdshg fdshgdsh*

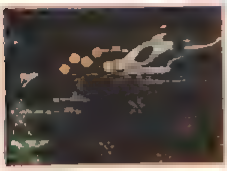
GAME GEAR REVIEWS

WONDERBOY IN MONSTERWORLD 70
LEMMINGS 88
MASTER OF DARKNESS 114

▲ Risky Woods: previewed!



▲ Risky Woods: previewed!



▲ Risky Woodswed!

▲ Risky Woods: previewed!

▲ Risky Woods: previewed!

PREVIEWS

▲ Pedal to the metal in Megadrive Lotus!

▲ Risky Woods: previewed!

FLASHBACK 142
THE LITTLE MERMAID 147
UNIVERSAL SOLDIER 148
DEATH DUEL 148
MICK 'N' MACK: GLOBAL GLADIATORS 158

HOTLINES 52

Once more, you have the opportunity to get hold of the latest console technology!

COMPETITION

BALLISTIC BOUNCES BACK! 18

Ooh! Ooh! Win a telly, video and 30 games courtesy of Ballistic!

▲ Risky Woods: previewed!

REGULARS

EDITORIAL 6
Find out what makes the team tick in a bizarre series of "

NEWS 10
Every piece of [illegible]! Just check out these! [illegible]!

YOB 32
Letters! Letters! Gifs [illegible] jokes! Get 'em all here!

THE CHALLENGE! 38
In the first of a new series of [illegible] YOB mercilessly extracts the [illegible] MEAN MACHINES staff and why not!

HIGHSCORE! 41
YOB presents the [illegible] and why not?

Q+A 46
The man [illegible] bag. Here are the results!

TIPS 54
Krusty's Super [illegible] loads more besides! Check 'em out!

CHARTS 64
Cool! Two pages [illegible] games! Amazing!

LOOKBACK 136
The games of two [illegible] re-reviewed by Jaz and Rich!

MEGAMART 150
Got an eye for a [illegible] laugh? If that's the case, [illegible]!

GAMES INDEX 168
What can we say? The [illegible] PLETE guide to the world [illegible]!

NEXT MONTH 177
Have we figured out what we're going to do next month yet? Page 177 holds the answers!

GAME GEAR REVIEWS

SONIC THE HEDGEHOG II 118
OUTRUN EUROPA 118
CHUCK ROCK 119
SUPER OFF-ROAD 119
THE TERMINATOR 120

EDITO

MERRY CHRISTMAS ONE AND ALL

Welcome to the massive festive edition of MEAN MACHINES SEGA, boasting 180 pages packed to the brim with all the greatest news and reviews for your Sega console. I won't waste your time by pointing out all of the fabulous, totally exclusive stuff we've managed to cobble together for you lot - I'd like to think that the magazine speaks for itself!

Instead, I'd just like to take this opportunity to thank all of you for your support in making [illegible] the country's number one Sega magazine. With you help, we'll be able to continue bringing you the ultimate in Sega coverage, with the best reviews around and the largest number of pages dedicated to all things Sega. What's more, we'll continue bringing you the ultimate in cover-mounted gifts. If you think that what we've given you so far has been completely amazing, watch out for some even more [illegible]

Still, enough of this ruthless plugging, enjoy Christmas as best as you can and be sure to get hold of the next issue of MEAN MACHINES (out December 28) to help bring in the New Year.

RICH LEADBETTER

NAME: [illegible]
[illegible]
DATE OF BIRTH: [illegible]
OCCUPATION: [illegible]
DUTIES: Writing [illegible], sending people off [illegible] and Confectionery.
FAVE GAMES: [illegible] Mario Kart, Sonic 2, [illegible] Micro Machines.
FAVE COIN-OP: [illegible], Total Carnage, [illegible]
ALL-TIME FAVE [illegible] Fighter '92, Micro Machines, [illegible] (Aquarius), [illegible] (Spectrum).
LIKES: Travel [illegible] and working with children.
MOST VENOMOUS [illegible] stupid Nirvana T-shirt [illegible] student erotica. [illegible] questions on the 'phone. [illegible] local government.
FAVE CLOTHING: [illegible] Dive and my lovely green [illegible]
TOP MUSIC [illegible] of Conformity, [illegible] Of It All, Rage Against [illegible] Addiction, [illegible], Alice Donut, [illegible], Dead Kennedys, [illegible] Food.
FAVE TELLY [illegible] anything with Trevor and Simon [illegible] documentaries.
BEST STREET [illegible] Blanka for [illegible], double headbutt [illegible]
IDEAL CHRISTMAS [illegible] - [illegible]

NAME: [illegible]
I LIVE IN: [illegible]
DATE OF BIRTH: [illegible]
OCCUPATION: [illegible]
DUTIES: Chasing [illegible] to the shop, listening [illegible] the odd review.
FAVE GAMES: [illegible] Ghosts, Micro Machines, [illegible], Atomic Runner, Sonic II, World of Illusion, Bio-Hazard, [illegible]
FAVE COIN-OP: [illegible], Street Fighter II '92, [illegible] and Road Rat.
ALL-TIME FAVE [illegible] and Ghosts, [illegible], Super R-Type, Super Aleste, [illegible] Land.
LIKES: My [illegible] Lake District and my job. Anime, my Megadrive and Super N[illegible]
MOST VENOMOUS [illegible] anything or anyone that [illegible]
FAVE CLOTHING: [illegible], Diesel and Chevignon [illegible] according to Dave Kelsall [illegible] any of that stuff at all [illegible] to put that in!)
TOP MUSIC [illegible], The Tailgators, [illegible], Alice Donut, Fishbone [illegible]
FAVE TELLY [illegible] Big Breakfast, [illegible]
BEST STREET [illegible]: All of them, but [illegible]
IDEAL CHRISTMAS [illegible] Durante ([illegible]). World peace

WHODUNNIT

[illegible]
JULIAN "JAZ" RIGNALL
[illegible]
RICHARD "RICH" LEADBETTER
[illegible]
OSMOND "OZ" BROWN
[illegible]
LUCY "LUCY" HICKMAN
[illegible]
ANDY "SUB-TASTIC" MCVITTIE
[illegible]
RADION "NASAL [illegible]OMATIC
[illegible]
PAUL "MR MAN[illegible]" [illegible]ES, GUS "HOOTS MON" [illegible]
[illegible]
[illegible] TOM [illegible] COX, DAVE "[illegible]" [illegible] KELSALL
[illegible]
DEAN "HE HE [illegible] REVISIT-ED" COLLINGS
[illegible]
MARIE "HELPFUL" LAWLOR
[illegible]
EMMA "TIRED" SADLER
[illegible]
GRAHAM "LET'S NOT MAKE THIS CONFRONTATIONAL" TAYLOR
[illegible] Victor Meldrew
[illegible] Paul Glancey, whose grabbing hands grab all they can.

[illegible]

MEAN MACHINES SEGA is Copyright [illegible]

[illegible] more entries from Deanne Menton of West [illegible]

[illegible] collection (including CD singles). [illegible] RICH HAS [illegible]

RIAL

SAY "HI!" TO LUCY

After a great [illegible] ...ching, we've [illegible] and added a token female to the MEAN MACHINES staff. You instead, Lucy Hickman is her name and she takes the Deputy Editor position vacated by Richard last month. To learn more about this mysterious, legal-limited personage, examine the relevant personality profiles printed on these pages. In the meantime, say "Hi!" and make her feel nice and welcome. (© Patronising Intro Ltd, 1992).

NAME: Angus 'Gus' Swan
I LIVE IN: Tottenham (Tottenham - no one to stop them).
DATE OF BIRTH: 12-09-70
OCCUPATION: 2nd (bottom) hire-lack tugger
DUTIES: Grabbing the best games for myself. Being hard.
FAVE GAMES OF 1992: Sonic 2, Alisia Dragoon, Mario Kart, Street Fighter II.
FAVE COIN-OPS: Rampart (still), Street Fighter II, Smash TV.
ALL-TIME FAVE GAMES: Dig Dug, Paradroid, Super Mario World, Street Fighter II.
LIKES: Tolerance, the Labour Party, Bette Davis films on wet Sunday afternoons, money.
MOST VENOMOUS DISLIKES: Tories, bigotry, 'Security Alerts', losing.
MY IDEAL DAY: Rise about 10. Have lunch with Madonna at the Dorchester. Arrive home to find all my washing and ironing done, and a £50 note on top of the pile. After a quick nap, off to see my fave comedienne Jo Brand, and then scoff loads of calies before going to bed.
WORST DAY I CAN IMAGINE: After sharing a bike with Denis Minogue, arriving at work to find my 'books' on the pavement. Retiring to a pub and having to drink those miniscule English measures. Watching Scotland lose to Faroe Islands at footy.
FAVE CLOTHING: Bomber jackets, silk shirts, 'kinky' leather trews.
TOP MUSIC SELECTION: Erasure, New Order, Carole King, Pet Shop Boys.
FAVE TELLY PROGRAMMES: Have I Got News For You, Diana Moran's Neighbourhood Watch.
BEST STREET FIGHTER II CHARACTER: Dhalsim - for his inscrutable Yoga magic.
IDEAL CHRISTMAS PRESENT: Finding out I AM a member of the Royal Family after all!

NAME: Richard Leadbetter
I LIVE IN: [illegible]
DATE OF BIRTH: 28-11-71
OCCUPATION: Ed...
FAVE GAMES OF 1992: [illegible]
FAVE COIN-OPS: Street [illegible]
ALL-TIME FAVE GAMES: [illegible]
MOST VENOMOUS DISLIKES: Kate [illegible]
TOP MUSIC SELECTION: [illegible]
FAVE TELLY PROGRAMMES: [illegible]
BEST STREET FIGHTER II CHARACTER: [illegible]
IDEAL CHRISTMAS PRESENT: [illegible]

KIP! New Order, N for The Orb, The

NAME: Julian Rignall
I LIVE IN: Southend-on-Sea, Essex
DATE OF BIRTH: Some time ago.
OCCUPATION: Managing Editor.
DUTIES: Carrying the can.
FAVE GAMES OF 1992: Sonic II, Road Rash II, Ecco, Alien III, Desert Strike, Super Mario Kart, F1 Exhaust Heat, Streetfighter II, Super Star Wars.
FAVE COIN-OPS: Streetfighter II Champion Edition, Final Lap II, Sega Virtua Racing - it hasn't been a great year for coin-ops to be honest.
ALL-TIME FAVE GAMES: Stargate, Streetfighter II Champion Edition, Road Rash II, the Mario series, Sonic II, Mad Planets, Micky, Robotron 2084, I Robot, Sinister, Toy Bizarre, Impossible Mission, Bounty Bob Strikes Back, Dropzone, Zaxxon.
LIKES: My Ridean/Honda CBR400RU racing bike, motorbikes in general, fast cars, Essential ceramics, telly, videogames, films, my cats Mad and George, remote places.
MOST VENOMOUS DISLIKES: People who don't look where they're driving, diesel spills on roundabouts, people who drive along with their fog lamps on (usually the same people who don't look where they're going), the quality of life in London, the government for selling this country into a complete mess without even so much as an apology, the housing market... I could go on, but I'll only get myself depressed.
TOP MUSIC SELECTION: My tastes are very varied indeed - my Walkman selection for the week includes Prodigy, Killing Joke, Cure, Joy Division, Nirvana, Faith No More, Depeche Mode, Pink Floyd, Kraftwerk and a load of Techno compilations.
FAVE TELLY PROGRAMMES: Black Adder, Top Gear, Equinox, Simpsons, Coronation Street, Going Live (only for Trevor and Simon), Saturday Night Live, Have I Got News For You.
BEST STREET FIGHTER II CHARACTER: All of them except Ken and Ryu.
IDEAL CHRISTMAS PRESENT: My own, personal, very big and twisty race track with a derestricted Yamaha FZR OWO1, Yamaha TZR 250RRSP (with dry clutch), Ducati SS Lightweight, BMW M3 racing saloon, Williams F1 Grand Prix Car, 500cc Megapower Go-kart, racing truck, Ford GT40, Ferrari racing Testarossa and a racing AC Cobra. Oh yeah, and I'll need an ambulance to pick me up every time I crash. Oh, and a private hospital very near the track. Oh yeah, and a big farm with lots of animals in the middle where I could live.

SUPER
SMASH
T.V.
ARCH
THE ARCADE GAME
SEGA
ALTER
SPIDER-MAN
FERRARI
GRAND PRIX
CHALLENGE
FOREMAN'S
KO

MASSIVE

DEF: *VERY BIG*

With an awesome collection of star dudes on Master System, Game Gear and Sega Mega Drive, we give you the most radical names and mind-blowing games, whatever your Sega console.

SEGA Master System II

SEGA GAME GEAR

MEGA DRIVE

FLYING EDGE
A Division of Acclaim Entertainment, Inc.

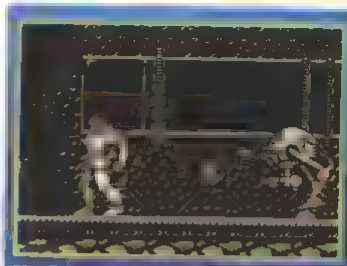
ARENA

THE WORD ON THE STREET

TM & © 1992 Acclaim Entertainment Inc. All rights reserved.

NEWS

RED NOSE RANTINGS

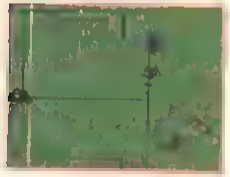


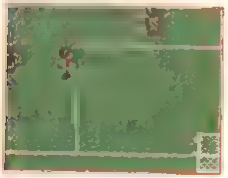
VIRTUALLY FINISHED

Hot news on the VR front reaches us from a reliable source. Sega have signed up the talents of military VR specialists General Electric, licensing several of their Virtual Landscapes for use in future coin-ops!

This should mean loads of free range running around and shooting and even more interaction with the environment. Not only this, but Sega are one of three companies, none of which we can name because this is all dead secret, who are currently rumoured to be researching home Virtuality! Don't get too excited and rush out to sell your Megadrive before it devalues though, because the fruits of their labours won't see the light of day for at least another three years. Boo Hoo.

SUPER KICK-OFF: MEGADRIVE EXCLUSIVE

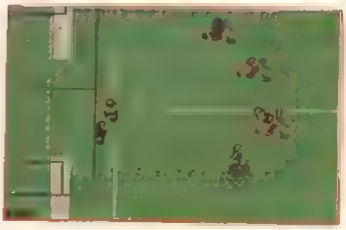




As exclusively revealed in MEAN MACHINES some time ago, US Gold are currently producing the Megadrive version of the best soccer simulation in history: Super Kick-Off!

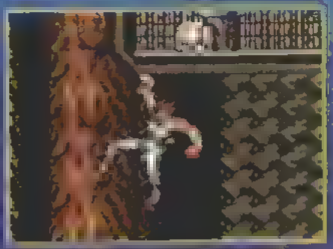
As any one who's played the Amiga version knows, Kick-Off is the ultimate simulation of Britain's favourite sport as it combines brilliant, fast gameplay with a superb control method and highly realistic ball movement. The Megadrive version, programmed by the same programming team that brought us the amazing Master System game (rated at 96%), is looking topper.

Apparently, the coders have used the same basic logic that made the Master System and Amiga versions so good, but have made good use of the Megadrive's custom video chips to produce a game faster and smoother than any other version! The vast range of options available in the Amiga game have made it into the conversion, but US Gold are promising to make the presentation of the game even better!



We've had our sights trained on this top game for quite a while now and hope to bring you even more exclusive news on the game in the near future!

STRIDER II: COMING SOON!



[illegible] Forbidden Forest, [illegible] the formidable Castle Wimbledon, [illegible] through the Atlantis Tunnels [illegible] between the Great Wheel and [illegible] Lady Penelope's garage, the Princess [illegible] the dark and gloomy and very unsafe [illegible] gasts otherwise.

Will the sequel match the excellence of its predecessor? Find out in the definitive MEAN MACHINES SEGA review.

WHAT IN THE WORLD

Daft people who fiddle around with the Earth's particles are asking for trouble. Crikey — what do they expect, a teddy bear's picnic? Nevertheless, these clueless scientists keep on meddling and invariably wind up when they find themselves up a creek without a paddle. And Lester Chaykin, the dubious star of Virgin's new Megadrive jaunt, is no exception.

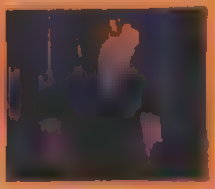
After a relentless bit of molecule messing, the potty physicist emerges in an alien dimension. Dazed, confused and dying for the loo (probably), Lester finds himself in Another World (which, coincidence of coincidences happens to be the name of the game).

On this weird and scary planet, Lester discovers there are worse things to die than the taxman and a dose of the pox — it's a battle to the death and he's outnumbered.

Fortunately for Lester, screwing up the world's very substance is just his day job, in his spare time he's an acrobat (cah, it's John Major) which is damn lucky because he's going to need these skills to avoid the horrors Another World has to offer (John Smith? Neil Kinnock? Aaargh — not Maggie Thatcher!).

Winging through a choice of unseemly landscapes that not even David Mellor would be seen dead on holiday at, you meet slightly unattractive slugs, the somewhat unnerving Dark Beasts and a rather miffed Mechanic in the Arena of Death.

According to Virgin programmer Eric Chahi has used pterodactyls' dead parrots?!?) more often associated with flight simulations to create a unique, fluid animated display and a genuine cinematic feel. But then they would say that wouldn't they? True or not, we'll [illegible] you in a future issue.



YOU MELTED THE DRAGON.

VAULTED THE DRAWBRIDGE. WADED THE SWAMP.

AND FORGOT ABOUT THE DINOSAUR EGGS.

TRY A SPELL IN WOOLWORTHS.

Wipe yourself down, head for any branch and feed your face with all the latest hard and software.

SEGA at WOOLWORTHS

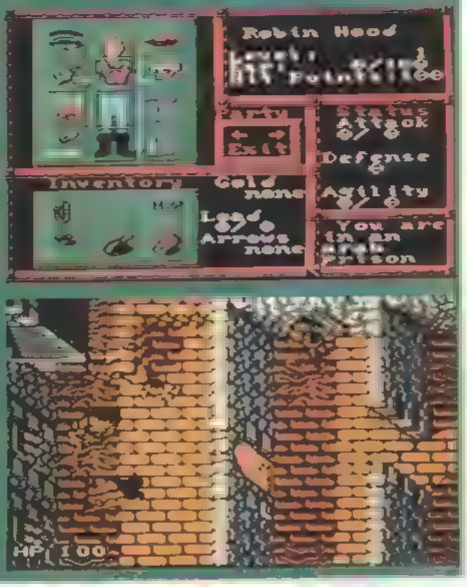
GREEN TIGHTS AHOY

Hokey it's time for a bunch of transvestites - Nickin Hood, Sma Johnny and Wan t Scarlet, to slop on their g od bash up some cop from the Midlands save some b mbo fill up a few stage coach- for no not quite try that - Ed)

Oh, al right then make that green tight wearing but thoroughly manly and macho Merry Men Robin Hood Little John and W l Scarlett taking on the evi m ght of the Sher ff of Nottingham rescuing the fa r Maid Marion then nob y and heroically ho d ng up stage coaches of the avaricious rich n order to red str bute the wealth amongst the poor and needy

Whichever way you say t the outcome is Rob n Hood Prince of Thieves s coming soon to a Master System near you, cour- sy of Virgin

Role playing and combat are combined as you wander round Sherwood Forest f ght ng rid- explor ng and picking stuff until the sher ff is defeated This is done 'cos! play s ted on your Master System into a pickled onion and self out the window. when we get it.



JOLLY JOYPAD JAPERY

Just arriving on our shores courtesy of Hornby Hobbies is the Turbo Touch 360 touch-sensitive joypad

Designed to help "increase scoring potential" and "eliminate blisters and 'numb thumb'" The American versions even carry a higher-scores-or-your-money-back guarantee (which sadly isn't open to UK gamers)

The pads are apparently more accurate because they reg-ster 360 degrees of contact points (hence the name)

Word is that certain software teams are currently developing software which uses the full-circular control instead of measly old eight directionall

Whether or not this catches on will depend on the quality of the software, although it could lead to some fab racing games or really great Smash TV-

SCRATCH YER EYES OUT

Buckle up your harness and prepare for the flight - and quite possibly the fright - of your life with Steel Talons, a new helicopter flight sim from Domark Over 12 missions, control the army's (which one we've no idea) state-of-the-art attack copter, carrying enough fire power to waste the Brazilian rain forests and a small vole called George

Fend off enemy jets and anti-aircraft tanks, steal through aerial battlefields, mountains and canyons using your skills, wits and a lot of luck to stay alive and keep your lunch down

The press release reckons you get the thrill of real helicopter combat, let's hope so eh? We'll fill you in a future issue

THE GREATEST SHOW ON EARTH

If a visit to your gran's on the cards for the 4th, 5th and 6th of December, let the old bag go lonely. Or if wagging your stick is on the cards then drop the idea at once because anyone who's anybody in the video games world will be heading for Birmingham's NEC as MEAN MACHINES SEGA and our sister mags CVG and NINTENDO MAGAZINE SYSTEM tie up with GamesMaster to unveil the greatest software showcase ever - the GamesMaster Live Show!

All the biggest and bestest names are going to be there showing off the greatest titles including the likes of Sega, Electronic Arts, Domark, Ocean, Nintendo, Virgin and Gremlin.

Electronic Arts will be pulling out all stops to provide the utmost in entertainment when they show off their stonking new racing game, Road Rash II which will have actual motorbikes connected to the Megadrive for superb two-player tomfoolery.

Anyone worth their salt who notches up a particularly brilliant time on one of the tracks, gets an amazing EA Road Rash II leather jacket (ooh!). And if you're a really serious addict step into their "tattoo parlour" where punters can get their fave designs painted on.

Not to be outdone, Domark will be pushing their James Bond game and inviting all budding 007s to try their luck in the Bond shooting gallery, pose in their full size Aston Martin and if you're really lucky, covort with a few Bond bimbos (free Martinis are not an option though, unfortunately).

Virgin have come up trumps with aQuaser light gun area where paintballing meets up with sci-fi technology, they will also, of course, be showing off their latest wares.

For the sweet toothed, there'll be a stack off free lollies going at the Gremlin stand to tie in with their latest Amiga game, Zool. They've also got an experimental Lotus to tinker around with, plus a 14-PLAYER interactive racing sim!

The software houses are also bringing some seriously smart challenges to the show. For instance, Gremlin are featuring a massive Manse l challenge, whilst Anco will be having a penalty shoot-out to tie in with the release of Super Kick Off.

There will be a whole heap of coin-ops to try out set at free-play and and a massive Virtual Reality display where you are invited to link up with a number of other players and let rip (also FREE).

And if this wasn't enough, Dominik Diamond will be bringing his oiling holiday camp to the centre stage of the show, where he will be presiding over game challenges - up to four a day and offering hints and tips from the Consoletation Zone. That great font of computer knowledge, the GamesMaster himself (Patrick Moore) will also be beamed in onto a monstrous video wall via satellite. Good eh?

Naturally the best bit will be the chance to meet and mingle with us - the MEAN MACHINES SEGA crew - Jaz n Rad 'n' Rich, Paul, Gus n Lucy. You can ask us questions, have a chat or even take us on for a few goodly challenges if it tickles your fancy (but don't cry when you lose miserably and extremely humiliatingly).

The aforementioned stuff is just a tiny fraction of what's on offer so basically if you're into games, you can't afford to miss this stunning show.

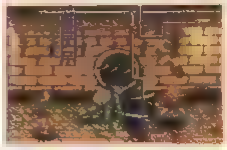
Tickets are £6 each, but hurry as they're disappearing fast - call 021 780 4133 for more details, and we'll see you there!

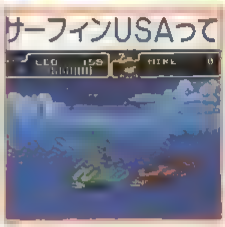
GRASS ROOT GAMING

Sales Curve has abandoned plans for converting the hugely successful film Lawnmower Man into a game and are instead "they're going for the sequel" Lawnmower Man II.

The new movie's due out at the end of next year and Sales Curve hopes to have release the games - including a Sega version - simultaneously.

Based on a short story by Stephen King, the science-fiction thriller, Lawnmower Man has already grossed a whopping $90,000,000. We all went to see it and thought it was fairly naff but let's hope the sequel's an improvement and the basis of a stonking good game eh?





UNFASHIONABLE HAS-BEENS RETURN

Look who's coming to the Megadrive! It's those rather sad "heroes", the Teenage Mutant Hero Turtles! Well, the good news is that the Megadrive Turtles game (based rather loosely on the coin-op and Super NES versions - but with a new scenario) is looking pretty good, with very decent graphics and beat 'em up gameplay. The game should be out in Japan during the next couple of months. We'll bring you the full review as soon as possible.

Extra! Extra! Read all about it! Domark let loose 'ethal Paperboy on innocent Sega owners for the second time.

Roughly translated means Paperboy 2 is coming out on the Megadrive with a whole heap of improvements on the original including the option to play as a girl instead, three directional scrolling, bigger and brighter graphics and best of all - a chance to smash a few windows and flowerpots to rack off the non subscribers.

Then there's always a few grannies, muggers, lawnmowers and tricycles to bash and a grim assault course to negotiate if you get bored. Out in February, we'll bring you the latest as soon as we get it.

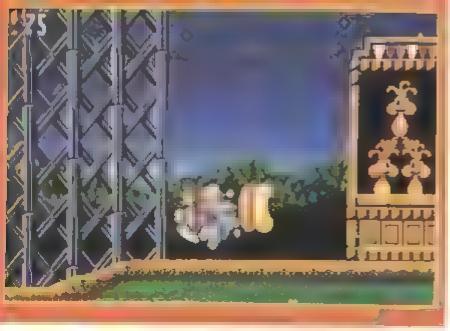
LETTING THE CAT OUT OF THE BAG

As you all know, Ballistic is back in business after winning the first round of its mega court battle against Sega. Now it's no holds barred with Universal Soldier already shooting onto the shelves (see reviews) soon to be followed by what's already looking quite a tasty Megadrive platform bash — Bubsy the Bobcat in Claws Encounters of the Furred Kind (groan).

Bubsy is a cool cat with a mission. The world is in turmoil, invaded by the evil Woolies who (gasp, horror, etc) are plundering the Earth's precious supply of yarn balls to power the high fibre plasma engines on their planet Rayon.

As Bubsy wander round five huge worlds avoiding rocks, eggs, manhole covers, cheese wheels, the list is endless, until you meet up with a dreaded Woolie when it's scratch your eyes time.

Ballistic reckon Bubsy is one of the first animated video game characters to actually speak. Sounds interesting stuff. Full update when we get it.



MORE MEGADRIVE MAYHEM!

Do you remember Marion, Billy Lee's girlie? She's got to be the biggest girl's blouse ever. This is the bimbo who gets herself kidnapped in Double Dragon I, kidnapped and killed no less in Double Dragon II.

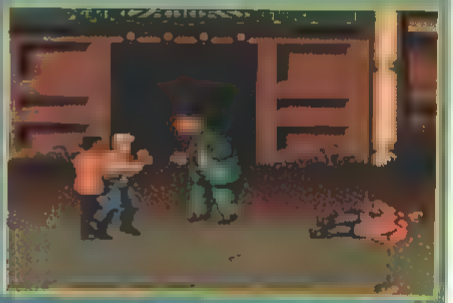
And lo and behold, in this third chapter having being magically resurrected (how or why we haven't a clue), what does she do? Yup, you've guessed, she gets bleeding kidnapped again! It's up to Billy to yet again haul ass and rescue her and bitch her Billy, this girl's trouble!

This Megadrive offering from Acclaim follows the antics of Billy and his bovver bruvver Jimmy in a round the world quest for the elusive Rosetta Stone. When secured it can be swapped for Marion's freedom and Billy can then knock her block off for being so dippy.

Needless to say the task isn't easy. There's beat 'em up action galore, helped by your mate Hiruko the soothsayer as you journey from one exotic landscape after another fighting to the death with all you meet.

Over five perilous levels, use your martial arts skills, one armed headbutts and lock neck squeezes and the like, or bring out those nunchukos, grenades, knuckle dusters and swords to waste those suckers!

Out in January, Double Dragon III is so far looking pretty tasty but we'll bring you the full eyeball with all review in a future issue of MEAN MACHINES SEGA.



turn the box office smash into living room carnage.

You've seen the devastation, now experienc it for yourself. This is Accolade's latest blockbuster - the game that lets you step inside the deadliest boots on earth.

Universal Soldier™ he's armed, he's danger ous, he's unstoppable. Load up the cartridge and he's you! Based on the film, you are brought back to life having been mercilessly cut down by your own demented sergeant. This time though you've been re-built with more power and more skill. In short you are the ultimate fighting machine who's out for revenge.

But in this war you're not alone. There are

other universal soldiers who you'll have to fight in order to survive. You'll also come up against powerful hi tech military hardware and natural predators that'll hunt you down. Advance across eleven gruelling levels armed to the teeth with scatter weapons and laser whips. Megablast your way to the mother of all battles - the final conflict with the man who ended your past life. Your chance to put him in his place (six feet under).

Universal Soldier™ Makes Rambo look like Dumbo.

BALLISTIC™
BY ACCOLADE

ACCOLADE, INC. © [illegible]
[illegible] ARE TRADEMARKS OF [illegible]. ACCOLADE IS NOT ASSOCIATED WITH [illegible]

COMPO

WIN A WAD OF WONDERS!

Christmas is coming and Ballistic is back
From a sad Segaless wilderness
Court battles are such cack
To celebrate here's a video, a TV, games as well
And if you don't like it, just go straight to hell!

Yup folks, after winning the first round in the court fight with Sega, Ballistic are back in business with a vengeance and they're wasting no time in churning out a whole heap of Sega titles.

Since they're feeling fairly cock-a-hoop (hmm, sounds interesting) and full of themselves (sound obscene!) they're splashing out on a mega MEAN MACHINES Chrimbo Compo.

Up for grabs for the first prize are a stonking portable television and video - just think of the luxury of having these in your bedroom, watching what you want to watch and being able to tell everybody else to go forth a multiply if they try and argue.

[illegible] five runners-up who can each pick up five [illegible] Universal Soldier, Super Off Road, Double Dragon and the spanking new Universal Soldier. Can't be bad eh?

All you have to do to scoop one of these wondrous prizes is answer three easy peasy questions, slap your answers and your name and address on a postcard and send them to the: I'M RAVING MAD AND GOING QUITE BALLISTIC COMPO, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Get your entries in by 31 January, when we'll be "pulling" the winning entry!

1. Who played Luc Devereux in the recent movie Universal Soldier?
2. Which character did Dolph [illegible] play in the same film?

Game

RESERVE

You can rely on.

BEST SELLERS

Mega Drive	
Sonic I	£37.99
Road Rash II	£36.99
Superman	£37.99
Talespin	£37.99
Toki	£35.99
Aliens II	£37.99
Predator II	£37.99
Super Off Road Racer	£26.99
The Duel	£27.99
Sonic	£29.99
Euro Club Soccer	£35.99
Game Gear	
Tazmania	£25.99
Streets Of Rage	£23.99
T2 Arcade Game	£27.99
Bart vs Space Mutants	£27.99
Prince Of Persia	£26.99
Olympic Gold	£25.99
Shinobi I	£27.99
Smash TV	£27.99
Super Monaco I	£25.99

GEAR NOT DEAR

Sega Game Gear
+ Columns, Master Converter
+ Alex Kid In The Lost Stars
+ Power Supply
~~£169.99~~ £129.99

Sega Game Gear
+ Columns + Tazmania
+ Power Supply
~~£144.99~~ £129.99

NEW RELEASES

Mega Drive	
Streets Of Rage II	£37.99
WWF Wrestle Mania	£37.99
Gods	£37.99
T2 Arcade	£37.99
PGA Tour Golf II	£37.99
Master System	
Sonic	£27.99
Game Gear	
Sonic I	£26.99
Alien III	£26.99
Predator	£26.99

MEGA DEALS

Sega Mega DriveUK
+ Sonic + Lemmings
+ 2 Joy Pads
~~£184.97~~ £164.99

or

Mega Sports Pack
Sega Mega Drive UK
+ Euro Club Soccer
+ Olympic Gold
+ Super Monaco II
+ JAP converter,
+ Sonic + 2 Joy Pads
~~£279.99~~ £249.99

Sega UK Mega Drive
As It Comes, Inc Sonic
+ 2 Joy Pads
£119.99

Sega UK Mega Drive
+ Sonic, + Streets Of Rage
+ 2 Joy Pads
~~£184.97~~ £149.99

LAST MAY FOR

Business RESERVE
the best in business applications

8335 High Road, Goodmayes, Essex.
350 Lea Bridge Road, London, E10
51 High Street, Barkingside, Essex.

You can find the Game Ranger at:
23/24 Vicarage Fields, Barking, Essex
4 The Royals, Southend-On-Sea, Essex
833/5 High Road, Goodmayes, Essex
51 High Street, Barkingside, Essex

VISA **081-598 9220**

All backed by the super human powers of Game Ranger and the worldwide human resources of the Prospect Group PLC Established 1973

EASY TO ORDER, FAST TO DELIVER

By Phone

Credit Card Hotline	081-598 9220
24 Hour Service	081-599 0001
Fax Order-Line	081-599 5988

By Post **Send this Coupon, FREE to:-**

X-Sell Distribution Ltd Freepost RM 233 Ilford Essex IG3 1BR
Cheques, postal orders payable to X Sell Distribution Ltd.

ITEM	FORMAT	PRICE
Postage, please add £1 per item (£3.50 for consoles		

or fill in credit card details below

Please debit my Access / Visa no

Card Expiry date

Name Address

Signed Date

Promise: If your order isn't in stock we'll let you know immediately. If the delivery date is too late we'll give you your money back. **not a credit note!**

All goods subject to availability. Prices correct at time of going to press.

DO UP YOUR FLY

They fly through the air with the greatest of ease those magnificent men and their MIG-29 Fulcrums?! Well they do if they're aboard the spanking new Megadrive flight sim from Domark

And soon you too can reach for the skies and bomb innocent bystanders in the Mig 29 - the most advanced fighting force in the Soviet Union (or Commonwealth of Independent States as it's now known since old birthmark features copped out and that drunken old sop Yeltsin took over)

Equipped with cannons, air-to-air and air-to-ground missiles, your mission's to work out strategic campaigns taking you to secret locations all over the world You must keep your wits about you as lightning changes in events threaten the success of your mission - and your life

Due out in April, Mig 29 is looking like interesting stuff but find out more in future bulletins in MEAN MACHINES SEGA

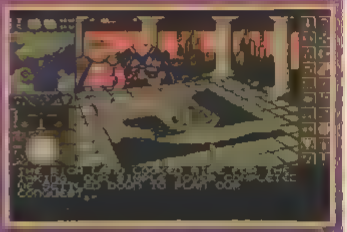
POWERMONGERING ON THE MEGADRIVE

One of the biggest selling Amiga games ever produced is Electronic Arts' Powermonger. Designed by Bullfrog (the people behind Populous), it's widely regarded as the ultimate God game, featuring stunning graphics and captivating gameplay. Well the good news is that Electronic Arts have commissioned a Megadrive version of the game and it's almost complete!

The game casts you as one of four captains who've landed on a mysterious series of islands. Your objective is to set up camp, build up your population, create some farming communities and then muster an army to destroy any other people who have decided to live on this island.

The action is depicted with stunning fully rotational 3D fractal graphics and boasts numerous brilliant effects. You can watch the whole in-game year, each with their own seasonal weather patterns! The game also features levels of detail second-to-none. Point and click at any character in the game (out of hundreds) and you can get a detailed life-story (almost!). Powermonger also features brilliant sampled sound - even the sheep make noises!

Brilliant stuff! Well, the good news is that Powermonger is finished and ready to ship. In fact it should be in the shops now. We didn't quite get the game in time to review it for this issue but you the definitive lowdown in the very next issue of this esteemed organ!

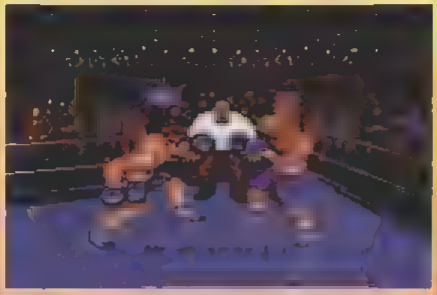


ROLO TO THE R

Take a look at these stunning screens from Electronic Arts' fabulous new Megadrive game Rolo to the Rescue! As you can tell from the screenshots, it's a platform game boasting superlative sprites and top-notch backdrops the story behind the game is rather bizarre. You ARE the eponymous Rolo, a rather cute-looking elephant who's feeling exceptionally lonely since the vicious kidnapping of his all his animal chums. This spurs him into action, traversing platform levels, finding keys and using them to unlock the cages of his animal pals. Once they've been released [illegible] uncovering the quest. Good eh?

Rolo to the Rescue is the latest EA game

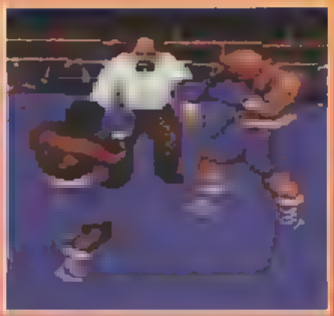
IT'S A KNOCK-OUT!



Float like a brick sting like a constipated wasp or whatever Regardless, Muhammed Ali Heavyweight Boxing has punched its way onto the Megadrive courtesy of Virgin Games

Fill those famous gloves and pack those punches against a stack of fiercesome contenders with vaguely familiar names like Bruno Franco(!!) Out in April the game features a 360 degree revolving ring so you can see the action from any angle while still bashing seven shades out of your opponent in a corner There's tournament or exhibition mode arcade or simulation, digitised sound and adjustable round lengths

Programmed by Park Place (responsible for the brilliant John Madden and NHLPA Hockey series of games), this looks like being the definitive boxing simulation Look out for the full preview in next month's issue of MEAN MACHINES SEGA

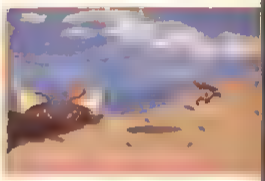


PIMPLE POWER

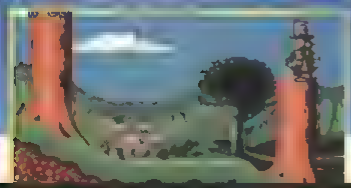
You'd think a zit would be the last thing anybody would choose for the hero of a Megadrive game but Virgin have done it with a very squeezable creation - Spot The Cool Dude

Programmed by Dave Perry the maker of Terminator and Mick And Mack, Spot must ooze through nine levels of platform horror (oh not Not the Blactolt) blasting assorted baddies with bubbles and keeping himself out of trouble

So far this is looking like a little beaut but we'll squirt more info out when we get it



ESCUE!



THE Home Planet

5 772001

Please feel free to call for advice on all your Christmas requirements.

HOW TO ORDER

Credit Card orders can be placed by calling one of the above numbers. Cheques are also accepted and should be made payable to **'The Home Planet'**
Please allow 5 working days for clearance
Orders by Credit Card are normally dispatched the same day
Overseas customers phone or fax for a VAT free quote

MEGA DRIVE

Krusty's Funhouse	£36.00	Splatter House	£38.00	Aquatic Games	£38.00
Bulls vs Lakers	£35.00	Streets of Rage	£35.00	John Madden	£35.00
Golden Axe	£38.00	Olympic Gold	£38.00	NHL Hockey 93	£38.00
Super Monaco GP 2	£38.00	Kid Chameleon	£35.00	Team USA Basketball	£40.00
PGA Tour Golf	£38.00	Euro Club Soccer	£36.00	E. Holyfield Boxing	£38.00
Alien 3	£38.00	Simpsons	£36.00	Dungeons & Dragons	£40.00
Batman	£38.00	Road Rash	£35.00	Lemmings	£38.00
Chuck Rock	£38.00	Tasmania	£36.00	Terminator	£38.00
Death Duel	£38.00	Joe Montana S T 3	£38.00	Where/World/C Sandiego	£45.00
Arch Rivals	£38.00	Beast Wrestler	£38.00	Desert Strike	£36.00
Ferrari GP	£38.00	Gaiares	£36.00	J Capriati Tennis	£38.00
Master of Monsters	£36.00	Quacks Challenge	£38.00	Super Smash TV	£36.00
Test Drive 2	£38.00	World Trophy Soccer	£36.00	AfterBurner 2	£36.00
Fantasia	£36.00	Forgotten Worlds	£36.00	D Robinson Basketball	£38.00
Marble Madness	£38.00	Mickey Mouse	£38.00	Pitfighter	£38.00
Quack Shot	£36.00	RBI Baseball 4	£36.00	Slaughter Sport	£34.00
Super Off Road	£38.00	Turrican	£36.00	Hellfire	£36.00
Ghouls & Ghosts	£34.00	Side Pocket		James Pond 2 (Robocod)	

MEGA DRIVE ACCESSORIES

JAP/USA Converter £10.00 Arcade Powerstick £33.00 Pro-2 Turbo Joypad £15.00
Apollo Joystick - Arcade Quality Stick, connects to Sega, Nintendo & Neo Geo £50.00
Mega Drive Hard Carry Case - Holds all Mega Drive hardware, software & accessories £20.00

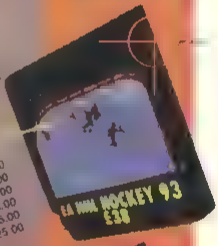
GAME GEAR

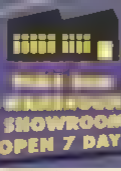
Leaderboard Golf	£26.00	Sonic the Hedgehog	£25.00	Outrun	£23.00
Hyper Pro Baseball	£23.00	Super Kick-Off	£25.00	Outrun Europa	£25.00
Super Golf	£23.00	Olympic Gold	£25.00	Joe Montana F/Ball	£25.00
Marble Madness	£25.00	Mickey Mouse (Col)	£23.00	Chuck Rock	£28.00
Super Monaco GP	£23.00	Smash TV	£25.00	Wimbledon Tennis	£25.00
Chase HQ	£23.00	Dragon Crystal	£22.00	Donald Duck	£25.00

FULL RANGE OF GAME GEAR ACCESSORIES AVAILABLE - PLEASE CALL!

We are also stockists of Nintendo and SNK Neo Geo hardware and software - phone for details!

Delivery & Miscellaneous Info





THE HOME PLANET
Unit 13 Horsecairnes Industrial Estate
Braidwood Carluke Strathclyde ML8 5PP
Phone Home on: 0555 752121 (2 Lines) 0555 772001 (2 Lines) or Fax: 0555 751666

All Trademarks are acknowledged

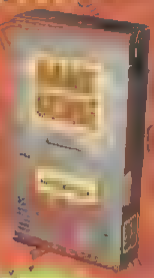
EXCELLENT!

OFFICIAL SEGA SEGA QUALITY

GAME GENIE is here!

- INFINITE LIVES
- JUMP HIGHER
- PUNCH HARDER
- RUN FASTER
- SKIP LEVELS
- AND MORE!

GAME GENIE



OVER 2500 EFFECTS!

Game Genie lets you create special effects in your favourite games for the Sega™ Mega Drive™. Just plug in the Game Genie and watch the action transform as you play video games like never before!

"What you need is the Game Genie"
MegaTech

GAME GENIE

GAME GENIE HELPLINE

Tips, information and new codes

0843 231 088

Monday-Friday 12.00 -

Saturday 08.00 -

Calls charged at

HAND GAME INHALER GIVES THE ANSWERS!

SEGA

MEGA DRIVE

Virgin, Visa Smiles, Woolworths and all the best computer and video game shops, video stores and mail order catalogues.

Plug in your game!

Slot into deck!

Distributed in the U.K. by Hornby Hobbies Ltd., Westwood, Margate, Kent CT9 4JX.

This product is licensed by Sega of America, Inc. Sega™ and the Sega™ Mega Drive™ symbol are trademarks of Sega Enterprises Ltd.

REVIEW

1 PLAYERS

PRICE: 39.99

BY: SEGA

RELEASE: DECEMBER

OPTIONS

CONTROL:1 JOYPAD
GAME DIFFICULTY:HARD
CONTINUES:PASSWORD
SKILL LEVELS:1
RESPONSIVENESS:SUPERB

LIFE SAVING SYSTEM: LEVEL 4

OVERVIEW

Ecco is a totally original concept in exploration games.His gameplay over so slightly resembles an ancient game called Sonic Diver.

HOW TO CONTROL

A: Release an ultrasonic blast.
B: Accelerate then decelerate. Change speed.
C: Jump upwards.
Pause.

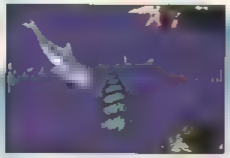
GAME PROGRESS

Guide Ecco through the vast bureaucracy, finding clues, solving puzzles and avoiding predators. The aim is to rejoin the Pod.

Ecco THE DOLP

Go deeper. Beyond the shallow sounds where the pleasure boats drift, through the rocky inlets where only the sea birds wheel and nest. There Ecco and his dolphin relatives live in a harmony unknown to humans. These gentle creatures, once thought to be sea-living men, speak in their mysterious way and live in the blue depths we cannot see.

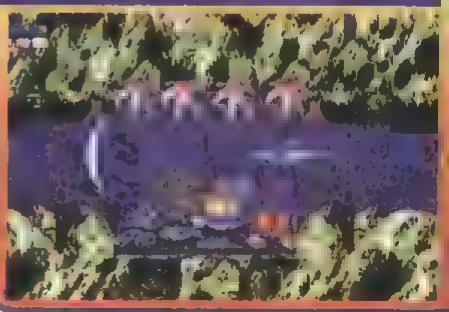
Until one strange day, when the sky turned blood red and a storm descended that took Ecco's friends away. Like a giant hand it grabbed the dolphins and whisked them out of Ecco's sight over rocks and islands. Alone [illegible] driven to find his family, however far he may have to travel, whatever challenges he must face, because loneliness is a disease to dolphins; the only threat they face that is more dangerous than us!



Nudge the shell to unravel its mystery.

HEAVY BREATHING

ECCO'S SOUND



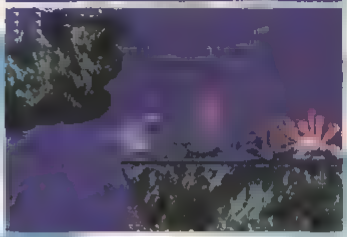
MEGA GAME

ECCO THE DOLPHIN

NOOKS, CRANNIES AND SUCTION CURRENTS

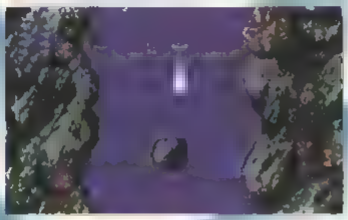
Ecco is split into 27, increasingly complex undersea levels. Much of the game challenge is provided by the rocky environment of the reef. As the depth increases the space for Ecco to manoeuvre in becomes very limited. Sometimes the ocean geography plays a part in solving the puzzles. Here are some features to expect:

CORALS



At the narrowest points of the reef, where Ecco must squeeze through, you usually find some sharp corals which make the passing area even narrower. Corals are a hazardous feature almost anywhere on the reef.

CURRENTS



Strong currents run up from deep fissures in the sea floor. These lead to new caverns, but the currents are too strong to swim against. Manipulating objects is the only way to succeed here.

CAVERNS

Caverns are found many fathoms down in the intertwining rock complexes. A common feature here is some other trapped Dolphin that has lost its way. If you rescue these strays you may be rewarded with extra powers when it is re-united with its pod.

ISLANDS

Various lagoons in Ecco's world are separated by rocky outcrops. This forces Ecco to make dolphin leaps over these small islands.

Ecco prefers the taste of clean water to salty water, so keeping his gossed up is a pressing necessity. When you start out breathing is not much of a problem because Ecco is near the surface. As the levels get more complex and stretch to greater depths, there is no way for Ecco to keep returning to the open air to fill his lungs. It is likely then that pockets of air exist in the rock inlets. Ecco's organs are filled there in two ways. A leap fills them instantly, but in confined spaces poking one's blow hole out of the water is enough. These important air pockets are displayed as bubbles on Ecco's sonar map.

Ecco produces lots of high pitched clicks and whistles which allow him to communicate with other dolphins. For the purposes of the game we see these as a sonic ray emanating from Ecco's nose. If this pulse hits another dolphin it responds with a message of its own. Some of these are plain baffling, like "The marks on your nose are like the stars in the sky". Other less spaced out dolphins are more sensible in their communications, like "Would you please save my babies. Now." Speaking to dolphins and killer whales is an integral part of the game.

COMMENT

A game about a dolphin might sound a bit daft, but prepare to be dazzled: Ecco is nothing short of sensational! The graphics are out of this world - Ecco himself himself is superbly animated as he explores the depths and the high on photographic quality, and the overall effect is simply stunning. Ecco is surely the best looking Megadrive game I've yet seen. Enhancing the atmosphere (if that's the right word for an underwater game) are a series of fabulous soundtracks and great effects. Fortunately the game's designers haven't spent all their time on the cosmetics - the gameplay is thoroughly enjoyable and highly addictive. The difficulty level is beautifully balanced: you're drawn into the game with a large, but fairly easy first level where you can learn the skills and tricks of dolphin manoeuvring, but from then on this game is tough - and with 27 levels to conquer it's not a game you'll be completed overnight by any stretch of the imagination. It's easy to pile on the superlatives when talking about this game, but it really is that good and gets the vote as my favourite game of 1992! Move over Sonic - make way for Ecco!

So fast, Ecco's a bottle-nosed bullet.

REVIEW

MYSTERY OF THE GLYPH

A new feature of Ecco s post catastroph c world are the strange rotating crystals known as Glyphs Glyphs stand at strategic points in each level and experimentation reveals their two vita purposes Firstly Glyphs being ancient and a l that, contain a vast store of the ocean s knowl edge and provide clues on demand Communicate with them as you would other creatures Secondly some Glyphs work as a lock and key combination Glyphs that do not allow you to pass are blown away by receiving the 'power of another Glyph on the leve Quite why this works and why the Glyphs are there is part of the mystery of the deep

PISCINE PATROL

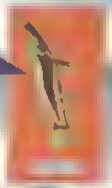
Part of the oceanic life cycle are the shoals of brightly coloured fish that swim around the reefs These prov de Ecco with an important snack source when his energy is low Another secret source of food energy comes through interaction with the clams Hover over a clam and gently nudge it with a sonar beam. The result should be a health-g ving pearl However, learn the position of the clams, because some release poisoned pearls that do more harm than good

FLEX

Ecco is an incredibly agile creature. Controlling him well is an integral part of the game in itself. Initially he may not do what you want him to, but persevere and he s soon arcing out of the water and even turn ng somersaults When underwater Ecco defends himself by charg ng into his enem es nose-first This attack s usual y enough to kill or stun most creatures or help Ecco escape from a tricky situation Learn ng to control Ecco's speed is also product ve He travels quite speedily under normal conditions, but needs to speed up to leap out of the water or ava d strong currents Swimming slowly also has a purpose: to negotiate narrow passages, or sneak past big predators

COMMENT

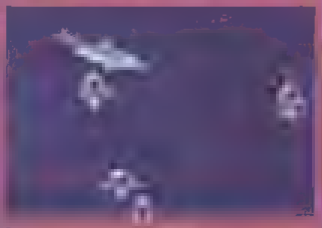
Welcome a fresh and wholly original concept in console games. Ecco is by far the most impressive Megadrive game I have seen this year, and for a whole bucketful of reasons. Firstly the presentation is superb – and tailored to suit the player – a well explained password, a good password system, and a carefully graded difficulty level that familiarises you with the control method, before engaging the brain. But your intellect is rapidly confronted with some clever and logical puzzles. The fantastic, unique control method means that play involves deducing a solution to a problem, and then trying to actually execute it! The graphics are truly wonderful in all aspects – so polished, you really become entranced by the realistic undersea world. The animation is just...impressive. Sound is a fantastic mix of atmospheric wispy or thumping tunes, and real Whale and Dolphin song. Pardon me, in an effort to document the game I've not shown my enthusiasm enough: Ecco is UTTERLY STUPENDOUS!



ECOSYSTEM

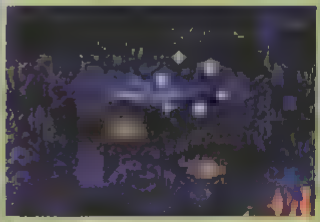
he reef is home to a multitude of species, all involved in the cut-throat struggle for survival. Ecco is lucky enough to be far up the food chain - there's not much that's big enough to eat him. But this doesn't mean that dangers do not exist present for our battle-nosed chum. The following foes make less than welcome contributions to Ecco's well-being.

JELLYFISH



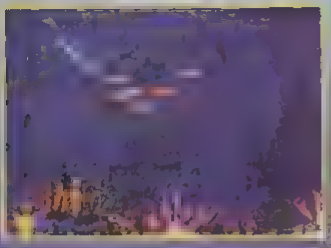
T s s mple animal drifts n large shoals which often prove hazardous to pass ind v dual y they don t inflict much damage, but many might sting Ecco to death!

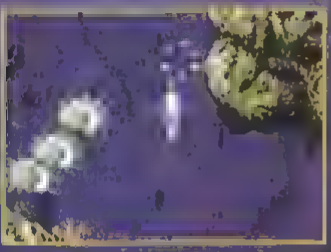
PUFFER FISH



A strange spiky fish which inflates its body when threatened thrusting out poisonous quills These tend to congregate in dark areas of the reef and take exception to Ecco s presence Luckily they are defence ess against a charge attack

THOSE PECS





Dolphins defend themselves with a bum s rush.

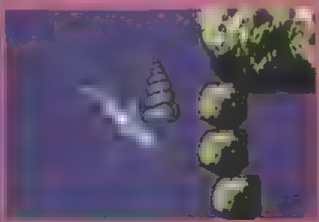
ECCO-ING

Dolphin sight is very sharp but in deeper water they rely more on the mapping abilities of their echo-sound. The principle is simple: send out a sonic pulse and wait for it to return (hold down the A button). When the pulse bounces back off an object it provides an impression of Ecco's surroundings. The real life process is a bit of a mystery to us, but in the game the result is fully-comprehensive map with all the rock formations in the vicinity displayed. Every other creature is also shown along with movable objects.

COMMENT

I'm stunned by the sheer excellence of Ecco. In fact, every single aspect that makes a game superb has made it into this game. Graphically, the game is unsurpassed. The depiction of the underwater environment is brilliant, incorporating everything, right down to the last Star Fish. The animation is super-smooth as well, and the control method literally perfect. The sound is brilliant too, with superb Orb-style ambient soundtracks. But it's the playability that counts and Ecco more than delivers. There are 27 massive levels and it took Gus and I five hours' solid play just to get through four levels – brilliant! What's more, the size of the map and the complexity of the puzzles increase with every level. Level five just had us stumped for ages! The puzzles themselves are brilliant too, be it using sonic to knock down wall or electrocuting behind rocks to avoid violent currents! Perhaps the thing that really astounds me about Ecco is that the game is ORIGINAL. It's not another platform game or a shoot 'em up or anything like that... It's more like the Hedgehog. It was polished and [illegible] but it was definitive. Go for Sega, for [illegible] and original too and that equals a lot in my books these days.

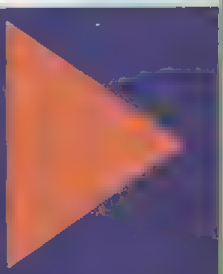
SEA SNAIL



A harmless creature this pointy shelled mollusc has a particular habit of absorbing rock.

STAR FISH

Dolphins have been observed playing with star fish, and Ecco has the power to manipulate their direction with his sonar pulse. They arrange themselves in floating spirals in the deepest crevasses.

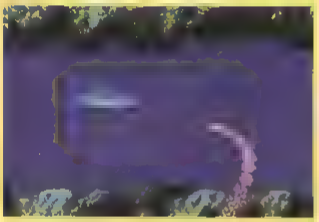


REVIEW

OCTOPUS

Monster of monsters, eight-legged octo hangs around narrow gaps in the reef, waiting to catch any prey with its tentacles. It tracks potential prey by movement sensing.

SEA-WORM

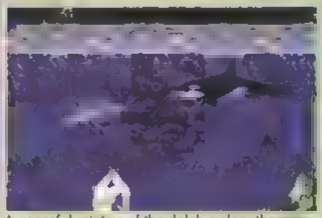


A most sinister life-form, the worm floats idlessly waiting for passing prey. Then it leaps and clings on with its hooked jaws. It is treacherously difficult to shake off.

SHARK

There are loads of shark varieties, but let's face it, most of them are bad news. Such is the case in Ecco, these sharks would savage our poor dolphin in a trice. However, Ecco knows that a brave attack and a confusing sonar blast should see him through.

KILLER WHALE



A peaceful relative of the dolphin clan, the killer whale is less likely to use his sharp teeth than his considerable brain, and give you the benefit of his knowledge.

PRESENTATION 90

Services the game perfectly with a good manual, easy password system, and a pleasant demo.

GRAPHICS 95

Astounding Dolphin animation, and the background graphics are a work of art.

SOUND 93

Wonderful echoing Dolphin song accompanies the aquatic score that is just right.

PLAYABILITY 97

An instant hook, due to the unique control method and the game's attractiveness. The strong storyline, and gentle first levels are also positive factors.

LASTABILITY 96

The intensity doesn't diminish, because every second of Ecco is fun, and thankfully the game isn't a pushover with 27 enormous levels.

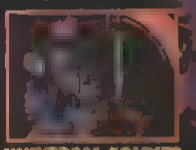
OVERALL 97

A Megadrive classic without doubt, and a strong contender for best game ever! A unique underwater experience for those tired of conventional pap.

HMV

GAMES

check out the meanest titles including


UNIVERSAL SOLDIER

SONIC 2

STREETS OF RAGE II

WWF

Nintendo SEGA Macintosh P.C.

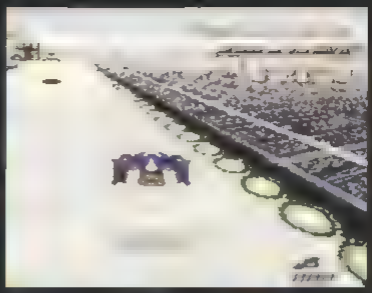
THE FOLLOWING HMV STORES NOW STOCK AN EXTENSIVE RANGE OF VIDEO AND VIDEO GAMES

Birmingham, 141 New St.
021 632 5577
Brighton, 61-63 Western Rd.
0273 747 221
Coventry, 54 The Precinct.
0203 258 801
Croydon, 137 North End.
081 686 5557
Kingston, 1st Floor, Bentalls Centre.
081 974 6921
Leicester, 9-17 High St.
0533 539 638

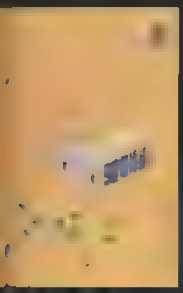
HMV
£3.00 OFF
ANY SEGA GAME
COSTING £25 OR MORE
ONLY ONE VOUCHER PER PURCHASE
Cannot be used in conjunction with any other voucher or promotion, nor used on any HMV games other listed in this ad. Until 31st January 1995. Cash value 0.0001p

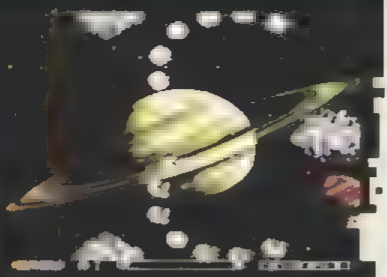
Liverpool, 22-36 Church St.
051 709 1088
London, 2nd Floor, 150 Oxford St.
071 631 3423
London, First Floor, 363 Oxford St.
071 629 1240
London, Trocadero, Coventry St.
071 439 0447
Manchester, 90-100 Market St.
061 834 8550
Reading, 138-141 Friar St.
0734 560 086
Reading, 4 Oxford Rd.
0734 584 855

KNOW HMV KNOW GAMES



THE GAMESMASTER AT COMET.
YOU HAVE NOTHING BUT YOUR LIVES.





ZONE

TO LOSE

Will you be torn to shreds by Vega?

Will you be bombarded out of existence by Bowser, King of the Koopas?

Will you be blown to smithereens by your friendly neighbourhood Terminator?

You can meet your doom dozens of ways in The Gamesmaster Zone at Comet.

We are talking serious software availability. Over 250 games. Including the latest as well as the greatest.

4 CHANNEL FOUR TELEVISION

The day a title is out is the day that title will be in.

And not just boxed behind the counter, but loaded up in our demo units. So you can play before you pay.

The Gamesmaster Zone is a hardware heaven too.

Buy a hand-held or console and you'll earn yourself a Gamesmaster Zone Discount Card.

Valid till next April, it will cut 10% off the cost of new games.

And when it comes to prices you'll find that ours are of the rock bottom, not rip off, variety.

The Zone may look higher tech than the rest of Comet, but it's just as low in price.

COMET

YOU KNOW WHERE TO COME.

MEAN YOB

MAT THE WEIRD

Dear YOB
I am yet another Master System owner and am deeply ashamed Everywhere I go I am scoffed and laughed at because I own a Master System and six games. I would like to buy a new system but on my crummy allowance ($5 a week for jobs) it just seems impossible All my other friends get at least $20, and instead of selling their old systems they just throw them away!

I like some of my Master System games - like Bubble Bobble, Spy vs Spy, and Wonderboy in Monsterland, but there are no new releases to compete with Nintendo or Megadrive stuff Please could you take pity on us poor little Master System owners and tell us some news that will burn the pants off our 16-bit competitors (or give me some dosh)
Matthew Reid, Narrabri, NSW, Australia

[illegible] that. Well, you're really got

WRONGOLA

Dear YOB
I wish to highlight a few differences of opinion between yourselves and your rival mag 'Sega Power'. You say that the game Gynoug is utterly brilliant and should be added to our game collection immediately, yet Sega Power says that the game is "samey, tedious and a pain in the backside". Now, as a matter of fact I do have a copy of Gynoug and can assure you that your review is far nearer the truth than that of Sega Power's.

After reading your review of Mercs several months ago I have been meaning to invest in this alleged great game, yet when I looked in the back of Sega Power recently they said that Mercs "really was a bag of tosh", and the control system ruined the game completely. This, needless to say, left me a mite confused. Sega Power say that Test Drive 2 is a "thrilling 3D game", looking back you said it had "crappy graphics, nauseating sound, ropey collision detection and awkward controls".

The point of this letter is that it is hard to understand why professional reviewers like yourselves disagree so hugely on certain games. Having said all this, after buying games on the strength of your particular reviews, I must congratulate you and your reviewers on the production of a virtually perfect magazine.
Colin Morris, Old Trafford
YOB Well, I like you say yourself - we get it right and they get it wrong. I mean, like the letter that was printed in their mag organ last month that said that we gave Champions of Europe a great rating. Doh! We never even reviewed it. Double doh!

▲ ***We have Oliver Isaacson to thank for this cool rendition of a fiersome looking Predator!***

with a side salad.

RAMPAGE OUTRAGE

Dear YOB
I am cheesed off about how crap arcade conversions can be. My second favourite game is Rampage, and I had to get a Master System Convertor just to play it. I was horrified! Crap graphics, naff sound, and it was easy to complete. The monsters expressions did not even change. I am sure other people feel the same way about their favourite games. I am not just saying Rampage in particular, but lot's of other games as well. By the way, your mag is megafab! I have not missed an issue yet.
Matthew Harding, Cambridge
YOB Sadness! What a waste of dosh. You should have rented out a monkey suit, constructed a couple of buildings out of cardboard boxes and sticky tape, bought a couple of packets of plastic toy soldiers and played out your strange fantasies for real.

UNHAPPY? YOU BET!

Dear YOB, Mean Esquire
With reference to your Sega preview video - what a brilliant idea! This must be the future for game

▲ ***Geoffski De artiski's stunning, yet strange, tale of the day Sonic discovered Tails' astoundingpowers of ESP. Er...Gemphi***

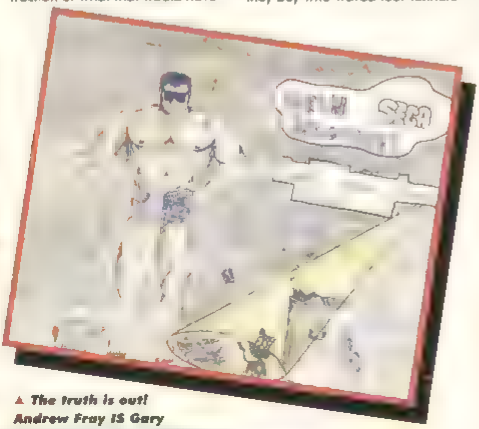
reviewing, where the reader can see for himself how the game looks and sounds, and get a rough idea of its playability too. It solves the problem of that idiot who thought of having a demo cart on the front, as it only costs a fraction of what that would have costs.

I read the first YOB in MEAN MACHINES SEGA and laughed out loud at the boy who was complaining about the letters complaining about 'versus' letters, and laughed even louder at they boy who waved four tenners in the salesman's face and told him he wasn't going to spend them there. Please YOB, print more letters.

Is Jaz a Shamen fan? Considering the headings in Q+A in ish 1, and the one called 'Totally outrageous mate', he would have to have the Ebeneezer Goode CD, because the phrase only appears on one version of the song, which in itself appears on the CD. I know because I bought it too. Mystic! Why did Jaz look such a grump on 'You Bet!' ?

Wet Boy K, Crewe, Cheshire

YOB I think that Jaz looked like he did on You Bet because he'd spent all day laughing so much at Matthew Kelly's cavalcade of hilarious gags and zany knockabout comedy that he'd a) split his sides laughing and was carrying 25 stitches in his midriff b) done one in his pants at the sheer hilarity of it all, so he was a bit miserable at having to walk sideways all the time - and his thighs were chafing a bit too c) dislocated his lower jaw during the riotous masterpiece that was the "escape from the box" routine d) was suffering from oxygen starvation due to protracted laughing and e) was in full awe of the veritable hilarity meister that was stood before him. His version of the story says "how can you look happy on such a sad show". But I think he's lying. By the way, he admits to being a Shamen fan, as indeed does Rich-e-boy



▲ ***The truth is out! Andrew Fray IS Gary Herrod's Pooping Tom!!***

SADNESS MAN

Dear Emperor, farting, sad case YOB

Looking through the first edition of MEAN MACHINES SEGA, I noticed an advert for a rugby game (which should be out on every console, 'cos it's a bloody excellent sport). Do you know which console it's going to be out on, because I'm a Megadrive owner, and I'm absolutely brilliant at every game there is, and I could beat that bloke on the 'Siba

0279 600204 Official UK Stockist — Special Reserve Games Club

MEGADRIVE PACKAGE DEALS

Sega Megadrive with Sonic
Sonic The Hedgehog, Sega Joypad
Special Reserve Membership
and any one Megadrive game

129.99

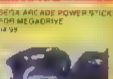
Sega Megadrive Streets of Rage Pack with Sonic
Streets of Rage, Sonic
The Hedgehog, Sega Joypad
Special Reserve Membership
and any one Megadrive game

149.99

£10 off a game offer. You can buy one Megadrive game at £10 off our catalogue price when you buy a Sega Megadrive. Please order the game at the same time as the Megadrive

MEGADRIVE EXTRAS

SEGA ARCADE POWERSTICK FOR MEGADRIVE 14.99



SEGA REMOTE ARCADE TWIN JOYPAD FOR MEGADRIVE 22.99

SPEEDKING JOYSTICK FOR MEGADRIVE (AUTOFIRE) 2.99

QS135 PYTHON JOYSTICK FOR MEGADRIVE 9.99

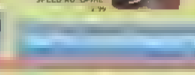
QUICKJOY FOOT PEDAL FOR MEGADRIVE TRANSFERS ANY FUNCTIONS TO FOOT PEDALS 19.99

SEGA SOFT CARTRIDGE CASE FOR MASTER SYSTEM OR MEGADRIVE GAMES 2.99

CARRYBAG FOR MEGADRIVE 17.99

QUICKJOY SG PROPAD FOR MEGADRIVE WITH SLOW MOTION AND TWO SPEED AUTOFIRE 17.99

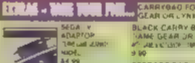
QS162 MAVERICK JOYSTICK FOR MEGADRIVE 12.99



STRIKER JOYPAD FOR MEGADRIVE WITH RAPID FIRE AND SLOW MOTION 7.99

TURBO 2 RAPID FIRE JOYPAD FOR MEGADRIVE 2.99

GAME GENIE FOR MEGADRIVE (GAMES ENHANCER) 28.99



STORAGE RACK FOR CARTRIDGES STACKABLE 9.99

MEGADRIVE 2 SUPER GAME GEAR PACKAGE DEALS

129.99

Sega Game Gear with Sonic and Sega Mains Adaptor
Membership
Super Monaco GP

Sega Game Gear with Columns
Membership
Mains Adaptor or Black Carry Case

GAME GEAR GAMES

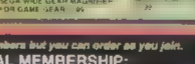
ALIENS	22.99
ARIEL THE LITTLE MERMAID	22.99
ASE BATTLER	22.99
BA MAN RETURNS	22.99
FITNESS MASTER	22.99
LEAGUE ROCK	6.99
COLUMNS	7.99
CRYSTAL WARRIORS	7.99
DEVILISH	9.99
DONALD DUCK	24.99
G-LOC	9.99
G.P. RIDER	9.99
GEORGE FOREMAN BOXING	22.99
INDIANA JONES 3	22.99
JOE MONTANA'S FOOTBALL	9.99
KLAX	22.99
LEADER BOARD	9.99
LEMMINGS	22.99
MARBLE MADNESS	22.99
MICKEY MOUSE	9.99
NINJA GAIDEN	9.99
OLYMPIC GOLD	22.99
PUTTER EUROPA	22.99
PAPERBOY	22.99
PRINCE OF PERSIA	22.99
PSYCHIC WORLD	16.99
SENNA SUPER MONACO GP	22.99
SHANGHI	19.99
SHINOBI 2	19.99
SIMPSONS	22.99
SLIDER	16.99
SMASH TV	19.99
SONIC 2	22.99
SONIC THE HEDGEHOG	22.99
SPIDERMAN	22.99
STREETS OF RAGE	19.99
SUPER KICK OFF	22.99
SUPER MONACO GP	19.99
TAZMANIA	22.99
TENNIS 2D	22.99
WIMBLEDON TENNIS	22.99
WONDER BOY	9.99

EXTRAS - MAKE YOUR PURCHASE...

CARRYBAG FOR GAME GEAR OR LYNX 2 9.99

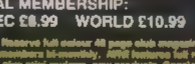
BLACK CARRY BAG FOR GAME GEAR OR LYNX WITH SPACE FOR 10 GAMES 9.99

STORAGE RACK FOR CARTRIDGES STACKABLE 9.99



BEESHU GEAR MASTER CONVERTER (NEO CONVERTS GAME GEAR GAMES TO PLAY ON MASTER SYSTEM) 9.99

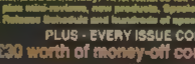
SEGA BATTERY PACK FOR GAME GEAR (RECHARGEABLE) FOR NINE HOURS 29.99



SEGA MASTER GEAR CONVERTER (NEO CONVERTS MASTER SYSTEM GAMES TO PLAY ON GAME GEAR) 9.99

LOGIC 3 MAINS ADAPTOR 9.99

SEGA GEAR TO GEAR CABLE (NEO LINKS TWO GAME GEARS TOGETHER) 5.99

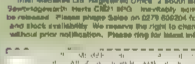


BEESHU MAGNIFIER FOR GAME GEAR (FOLDING MAGNIFIER FOR MAGNIFICATION OF SCREEN) 9.99

SEGA GEAR ADAPTOR (ALLOWS GAME GEAR GAMES TO BE PLAYED ON MASTER SYSTEM) 9.99

LOGIC 3 GAME GEAR PROTECTOR CARRY CASE 9.99

SEGA WIDE GEAR MAGNIFIER FOR GAME GEAR 9.99



Sony KVM1410U 14" FST Colour TV/ Monitor
WITH REMOTE CONTROL
60 CHANNEL TUNING
FRONT & SCART/S VIDEO REAR SCART INPUT
BLACK & TENSION SCREEN LOOP AERIAL

SCART LEAD
AMIGA, ATARI ST, PC, CDTV
MEGADRIVE, MEGA CD, SNES

ANNUAL MEMBERSHIP:

UK £6.99 EEC £8.99 WORLD £10.99

The Special Reserve full colour 48 page club magazine NRG is sent to all members bi-monthly. NRG features full reviews of new games plus mini-reviews, new products, Special Reserve charts, Release Schedule and hundreds of special offers.

PLUS - EVERY ISSUE CONTAINS

£30 worth of money-off coupons

to save even more money off our amazing prices

NRG also contains competitions to win £££s worth of prizes. Currently on offer is a chance to enter THE BIG COMPETITION in which First Prize consists of an AMIGA, SUPER NES AND A MEGADRIVE, yes all three!

There are 5 SUPER NES's and 5 MEGADRIVES up for grabs to the lucky runners up too! Closing date: Feb 28th 1993

We sell games and accessories, all at amazing prices, for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, IBM PC and CDTV.

Best Service, Best Prices, Biggest Selection

120,000 people have joined Special Reserve, so don't delay, join today!

You can phone in your order or use this coupon ➤

We only supply members but you can order as you join.

Inter Mediates Ltd Registered Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG. Inevitably some games may not yet be released. Please phone Sales on 0279 600204 for latest release dates and stock availability. We reserve the right to change prices and offers without prior notification. Please ring for latest information. E.&.O.E.

Name

Address

Postcode

Phone

Machine

Membership number (if applicable) or Membership £6.99 UK, £8.99 EEC, £10.99 World

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa — Switch issue no.

Card no.

Signature

Cheques payable to SPECIAL RESERVE
P.O. BOX 847, HARLOW, CM21 9PH
Overseas Orders Surcharge (EC or World) Software orders please add £2.00 per item. Non-software items please add £3.00 per item. Overseas orders must be paid by credit card. Hardware items supplied to UK mainland only.

Pro ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS

BECOME INVINCIBLE

THE ULTIMATE GAME BUSTING CARTRIDGE

INFINITE LIVES

£49.99

FOR THE MEGADRIVE™

FANCY YOURSELF AS A GAME HACKER?

YES WITH THE ACTION REPLAY CARTRIDGE YOU CAN NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!

Just imagine, infinite lives, unlimited energy, unlimited power or extra fuel/ammo. Become invincible with the Action Replay Cartridge for your MEGADRIVE,™ Console

- Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow the user to effectively "re-program" their cartridges so they can play their favourite games to destruction!
- With its unique built-in "GAME TRAINER", you can actually find and create your own cheats for infinite Lives, Power, Energy, Levels, etc. etc.
- Now you can play your games to levels that you did not know even existed. This is the cartridge the experts use . . . the average cheat takes only minutes.
- MEGADRIVE version of Action Replay also works as a Japanese adaptor, allowing you to play import cartridges on your UK console.
- With its advanced ASIC hardware design, the Action Replay cartridge can react to new games as they appear. No need for future updates, no need for code books . . . this is the only cartridge you will ever need.
- No user knowledge is required at all - If you can play the game you already know how to use Action Replay. All input is via the joystick/pad - it couldn't be simpler!

ALSO AVAILABLE FROM ALL GOOD GAMES STORES INCLUDING:

GAME CENTRES

24 HOUR MAIL ORDER HOTLINE

0782 744707

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs

ACTION REPLAY IS DESIGNED, MANUFACTURED, DISTRIBUTED OR ENDORSED BY SEGA ENTERPRISES LTD.

THE POWER MORE LEVELS MORE LIVES

DATEL Electronics LIMITED

HOW TO GET YOUR ORDER FAST!

ALL CHEQUES POSTAL ORDERS MADE PAYABLE TO

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT ST4 2RS ENGLAND FAX 0782 744292

TECHNICAL CUSTOMER SERVICE 0782 744324

OR CALL AT OUR LONDON SHOP

sk) razor cut' with my hands tied behind my back blindfolded so neh neh neh

Anyway I think the new mag s great but p ease answer my quest on (and insult me if you dare!)

Dot *The playbus, The Dot Stop*

YOB:You only want to play a rugby game so you can fantasise about groping lots of fat, sweaty men. Did you know that your real name is an anagram of I'm totally crap.

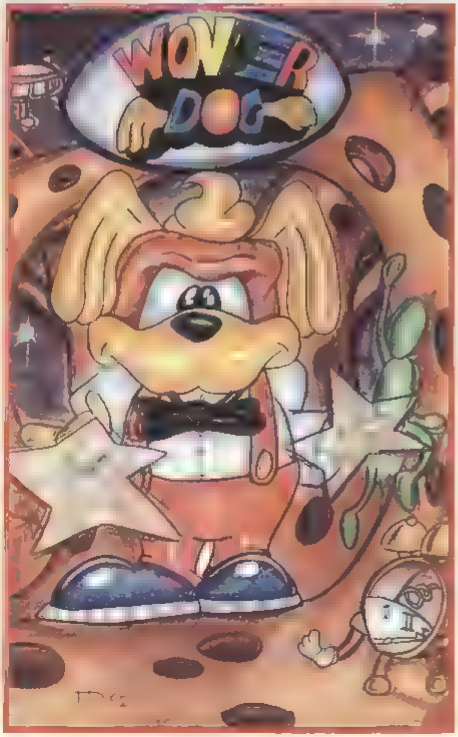
SADNESS MAN II

Dear YOB

Every month I turn the pages of your marvellous mag and I always take the time to stop and read your section I notice the way you are criticising some poor bugger who took the time to write to you and say exactly what he th nks Not meaning to sound rude or anything, but I know a lot of people who have better things to do with their life than sitting behind a desk pushing pens Why don t you do something with your life, try going to deepest darkest Africa and sweating it out with a band of Pygmies? Better still, get a life man

Liam McLaughlin, Melbourne, Australia

YOB Why s it so sad spineless simpering spongole? Me who sits here getting paid a load of money for having a good laugh playing games all day or ye was not nothing but



▲ **What an outstanding talent Tom Percival is readers!**

[illegible]

IT'S BAD

Dear MEAN YOB

I have to laugh, no not at you, but 'Bad influence' I was really looking forward to the new computer and console show on ITV, so I sat down to half an hour of pure tedium gaming.

No.1- The tips corner was a joke First the level select for Sonic - Jesus! It's so common that it should be begging on the streets.

No 2 It reviewed a number of things with kids - not like GamesMaster with expert magazine reviewers. One kid just said "It's good" Next game - "It's good". Oh dear! No percentage rating either, Doh!

No 3 The female presenter Violet didn't have a clue

No 4 There were no celebr-t es

No 5 The virtual reality section was boring and has been done before

No 6 The Sonic 2 exclusive - as shown before on your own exclusive video.

I'm just saying it's been thrown together

Christian Stevens, Swinton, Manchester

YOB:As a great man once said. Influence? No! Bad? Yes!

TIMES SHOULD CHANGE

Dear YOB

That's it then, we're all going to die!

You may be aware that the leading feature in the Sunday Times magazine (1/11/92) was about the war between Sega and Nintendo to corner the video game market. However, the article did not merely confine itself to matters economic It also referred to the 'questionable influence of computer games on children, quoting phrases such as 'kiddie cocaine', and telling heartwarming anecdotes such as the one about the boy in America who shot the girl next door because he was banned from using their Nintendo

The self-appointed guardians of public morals are going to turn their attentions to video games, and they are not going to do you any favours. The 'moral majority' are going to argue that video games encourage violence and that children are becoming addicted to games they think are more real than reality itself So it's up to you to convince people that this isn't true, because if they win you can kiss goodbye to Sonic, Mario, and Streetfighter 2

Paul Kelly, Douglas, Isle of Man

YOB-It was a very unbalanced sensationalist scaremongering article aimed directly at its readers sad middle aged farties who suffer severe tech nofear The silly thing is that 30 years ago exactly the same thing was being said about "ev l rock and roll music" Now it s videogames Over the last 15 years millions upon millions of people have p ayed videogames without any ll effects Indeed, the US Government recently spent several hundred thousand pounds on doing in depth research into videogaming and the result and it wasn't an answer they particularly wanted was that

▲ **Listen Philip McBride! Red isn't yellow and when was the last time you saw Jaz smile, eh?!**

SADNESS MAN III

Dear YOB
I have got a Megadrive and a SNES and I am bloody sick of them. When I play Sonic the Hedgehog he really cheeses me off. I mean, what a dumb name. I think PacMan on the IBM is more fun. And YOB, why do you think you're mean when you're not - you're just a total prat! I mean, why don't you head your mags as 'Crap Machines'. And if you think you're funny think again. And I can recommend a great doctor
PS Wonderdog is about as funky as the Red Hot Chili Peppers, and the mag has as much style as Gazza
James Ward, Scumsville
YOB The trouble with getting letters like these is either I ignore them, which is really what they deserve because they're so totally mind numbingly crap. Or I print them and pour scorn on the sad, brainless author, which is about as hard as winning a 100 Yards Right Foot Hopping Contest against Chrisby Brown

POWER TO THE PEOPLE

Dear YOB
Regarding last month's letter about American Game Gears without AC adaptors. I had the same problem, and I rang up SEGA. They also told me to go to Tandy or Maplin. I tried both and no luck! SEGA were wrong, shock horror
The only way you can get an AC adaptor for an American Game Gear is by purchasing one in the US when you buy the Game Gear and then taking it to an electricians. They will disconnect it and resolder the Game Gear end to an English plug - hey Presto!
Martin Buckley, Sheffield, South Yorks
YOB Well, so there you go. Hurrah!

▲ ***Scoop! Scoop! Lucy Hickman is HARDCORE WOMAN! We know because Adam Finch told us.***

SEGA
PRO - MASTER

The COMPLETE Player's Guides

THE OFFICIAL SEGA GUIDES

SERIES EDITOR
IAN LIVINGSTONE

TO BE THIS GOOD TAKES AGES...

But it's quicker if you use the official Sega Pro-Master series of hints and tips books

Whether you own a Master System, Mega Drive or Game Gear the **Pro-Master** series are unbeatable if you want to *WIN*. All you need is contained in 4 fully illustrated volumes each revealing the secrets of three current top-selling Sega games

- 4 Pro-Master books covering 12 games
- Notch up huge points and scores
- Learn the right tactics and strategies
- Find hidden levels and rooms
- Cheat codes give extra lives
- Avoid hidden traps and hazards
- Maps and screenshots illustrate tricky areas
- FREE button badges
- Collect four fabulous FREE bookmarks

EACH BOOK ONLY £2.99

AT £2.99 YOU CAN'T LOSE – *PRO-MASTER* GIVES YOU THE WINNING EDGE

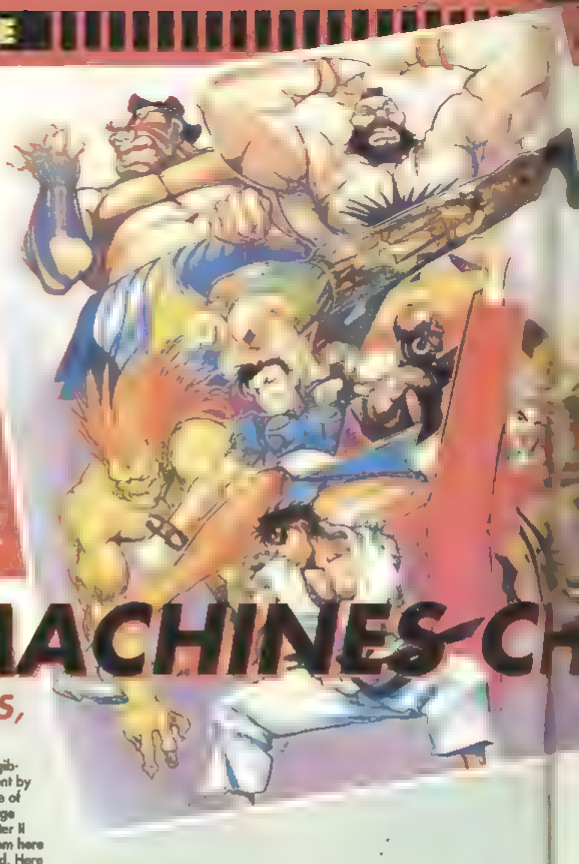
Available from all leading bookshops and computer games stores.

Simon & Schuster Ltd, West Garden Place, Kendal Street, London W2 2AQ
Tel: 071 724 7577

SIMON & SCHUSTER

"Sega" "Mega Drive" "Master System" and "Game Gear" are Trade Marks of Sega Enterprises, Ltd. ©1992 Simon & Schuster Ltd

FEATURE



MEAN MACHINES CH

THE RULES, THE PLAYERS, THE WHINGES

Rather than have each of the MEAN MACHINES apes (and mother gibbon) picking their favourite character, I thought I'd spice up this event by putting the names of each Streetfighter II character onto a little piece of paper and getting the participants to draw them from a stained, large brown mail sack. This would a) give the most disabled of Streetfighter II players a chance - and we've got a veritable Sunshine Busfull of them here - and b) give them something to whinge about. And whinge they did. Here are the whingers and the characters they picked:

JULIAN RIGNALL

Big Head, Joint Challenge Favourite and Great Chief Whining Git of Southend. He chose Dhalsim and immediately burst into tears because he doesn't like him one bit. Oh dear, How sad, Never mind.

RICH LEADBETTER

Big Ed. Joint Challenge Favourite and Smug Chief Git of Witham. He picked Chun Li, and although he expressed horror at the prospect, we all knew than she used to be his favourite character before the muscly charms of Guile lured him away...

RADION AUTOMATIC

Non-Entity. He picked Ken. Whoopee-doo.

ANGUS SWAN

He doesn't give a Hoot. That's because he's desperately trying to get rid of his Glaswegian accent. He chose Zangief and went into a sulk because he can't play with him. All together... aaaaaah!

ANDY McVITTE

The man whose Streetfighter skills need propping up on crutches got lumbered with Ryu. "I might have a chance" he cried. Those Northerners have a great sense of humour...

LUCY HICKMAN

The token girlie picked Guile, the strongest of all Streetfighter characters. Fortunate really, since beating her at the game is slightly less difficult than winning a tug-o-war with Karen Carpenter.

PAUL DAVIES

Another Northerner, Paul manages to squeeze Streetfighter II practice sessions between feeding his racing pigeons and exercising his whippets. He got lumbered with fat boy E.Honda much to his displeasure.

TOM 'JUST SAD' GUISE

Token sad boy and total gamesplaying simian from MegaTech, Tom was draughted in at the last moment to make up the numbers. The spawn was with him as he picked Blanka, his favourite character after Chun Li. But since we know his skills need a zimmer frame just to get into the games room, no-one was worried.

STREET FIGHTER II

CHALLENGE

LET THE GAMES COMMENCE

When all the players had picked their characters, the bits of paper were put back into the bag and re-drawn FA Cup-style. There were four initial bouts, the winners of which then went on to the semi-finals, from which two winners went forward to the final. Having paused to explain the rules to Tom slowly so he could understand, the draw commenced and the results were: Gus Vs Paul, Tom Vs Andy, Jaz Vs Rich and Lucy Vs Rad. Here's what happened.

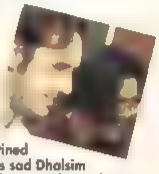
ROUND ONE FIGHT!

GUS VS PAUL

Battle of the blubber! Zangief met E.Honda in what should have been a flab fest to end all flab fests, but turned out to be a victory of the saddest tactics over no tactics at all. Gus, the genius in a neanderthal's body (you should see the grooves up to his desk where his knuckles trail on the floor) might well have a degree in English Literature, but his Streetfighter II skills are definitely remedial class. But even so, he couldn't defeat Paul "I'll just press the hundred hand slap button and let the opponent walk into me" Davies. Two rounds was all that Paul required to slap Gus into submission.

TOM VS ANDY

Sub editor meets sub human! Tom's character Blanka, animal man, was uncannily suited to him, while Andy felt confident with Ryu. But when it came down to the fight, Tom's bestial skills proved to be the winner over a very quick two rounds - the Andy man couldn't even pop off a dragon punch, his demise was so swift!



JAZ VS RICH

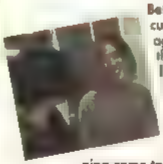
Battle of the titanic egos, one of which was destined to be deflated, Jaz was still whingeing about his sad Dhalsim skills as Rich tap-danced all over his bonce. In the second round Jaz actually managed to land a few kicks and punches, but Rich walked away with it. Jaz walked away too - in a big girlie sulk huff muttering about P45s in the morning for all...

LUCY VS RAD

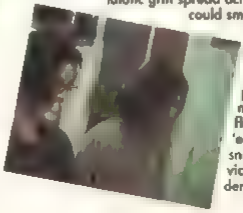
Dubbed battle of the wet blankets (or should that be crispy sheets), Lucy shocked the crowd when, in the first round, she bashed Rad into the middle of the next week. A victory of random button pressing over mediocre skills no less! But the worry of being severely humiliated by Lucy's feeble abilities spurned the unclean one onto swift victory over the next two rounds.

SEMI FINALS

PAUL VS TOM



Between munches of black pudding, parkin and custard, Paul used his slap happy skills once again. But since Tom, the man with the IQ smaller than his shoe size did nothing but leap around like his pants were on fire punching randomly, Paul quickly won through to no great surprise. But shock was the order of the day in round two as Tom's animal cunning came to the fore as the slow-witted one realised that all he had to do was leap over the slapping fat sumo and kick downwards. Within a trice, E Honda was flat on his back while Tom, complete with idiotic grin spread across his visage could smell victory. The crowd could smell defeat - emitting from Paul's trouser area. Round three saw Paul change his tactics slightly and actually use a big punch and kick. This was just too much for Tom, who was totally flummoxed by these two (count 'em) moves and he panicked, snatching defeat from the jaws of victory as only MegaTech's boy blunder could.

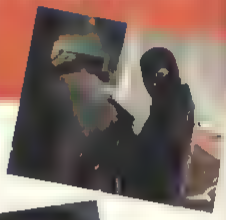


FEATURE

RICH VS RAD

The man with the council haircut battled Witham's telephonic terror in what was to be the most exciting bout of the contest. First blood was drawn by Rad as he accidently popped off a dragon punch as Rich sailed in to tap dance on his head. Following that up with a couple of hurricanes, Chun Li was staggered, and victory was assured within seconds. Round two saw a change of tactics, with Rich standing off, waiting for Rad to make a move. He did, and Rich leaped in with two big punches and a throw, and followed up his advantage shortly after. The final round saw both contestants crack under the pressure as they waited for one another to make the first move. Rich decided to attack first, but was dispatched with a flurry of punches, and from then on it was downhill, allowing the man who wears clothing even Vivienne Westwood wouldn't be seen dead to win through.

and low mid punch, and Rad jumped back, [illegible]



THE FINAL [illegible]

DARE YOU ENTER...

Having had a taste of the challenge, dare you enter? Or are you a feeble gaming wimp who just isn't good enough? The process is simple: pick your game and reviewer and throw down your gauntlet. Each month one lucky reader will be brought down to London to the MEAN MACHINES office to meet the team, have lunch and then take up the challenge. If you fancy your chances, fill out the form at the end of this feature and send it off to: **I'M ABSOLUTELY BRILLIANT AND RECKON I'LL BEAT THE PANTS OFF YOU LOT, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

NAME

ADDRESS

PHONE NUMBER

AGE

I'M GREAT AND I CHALLENGE.....(PLAYTESTER)

TO A GAME OF.....(ENTER THE GAME YOU WISH TO PLAY HERE)

N MACHINES CHALL

Gameland

WIN!

THE ARCADE GAME ! ! !

STREETFIGHTER II

BLACK BELT EDITION

0891 600 546

WIN A NINTENDO HANDYBOY

...0891 600 547

TOP SCORE GAMES

Top Score Games have no draws and no tie breakers — highest score wins every week. True/false format.

WIN A Super Nintendo! + Superscope Streetfighter II + 6 games ...0891 600 548

WIN A Sega Megadrive! + SONIC THE HEDGEHOG ...0891 600 549

WIN The Top 5 Games Sega or Nintendo - every week ...0891 600 550

WIN A £500 Spending Spree in the gamestore of your choice ...0891 600 551

NINTENDO TIPS AND CHEATS!!!...0891 600 552

CABLECOM No.1 ON THE 'PHONE

35 HAYS MEWS, LONDON, W1X 7RQ

Calls cost 36p per min cheap rate 48p per min at all other times. You are not responsible for the telephone bill check with the person who pays the bill before calling. Programmes subject to change without notice. Full competition rules available with SAE from above address. YOU WILL ALSO BE TOLD OF OTHER GREAT PHONE IN PROGRAMMES

CONSOLE CONCEPTS

Mail Order/Shop address
Console Concepts
The Village
Newcastle-u-Lyme
Staffs ST5 1QB
(0782) 712759
SHOP HOURS
Sat/Weekdays 9.00 - 5.30pm
Thursdays 9.00 - 1.00pm

VISA

TURBO EXPRESS COLOUR HANDHELD (USA) CONSOLE

INCLUDES HANDHELD CONSOLE, ANY GAME UP TO £30, PLAYS ALL USA GAMES AND JAP PC ENGINE GAMES WITH CONVERTOR CARTRIDGE

SAVE £175 + P&P

TURBO CHIP GAMES IN STOCK INCLUDE: SPLATTERHOUSE, FALCON, FINAL ZONE, SHORE CHAN, DEVIL CRUSH, TO BE...

Orders over £19.00, Joysticks £2.50, Each game £1.50

Please state if you are a new customer or please quote your customer number.

SEGA, GENESIS, GAME GEAR, MEGA DRIVE, NEO GEO, SUPER FAMICOM, PC ENGINE, NINTENDO GAME BOY, Turbo Grafx, Lynx & their logos are registered trademarks of their respective companies and we are not related nor endorsed by them. We reserve the right to alter prices without notification.

ORDER HOTLINE 9AM TO 6.30PM

TEL 0782 712759

Middleton Road
Hartlepool Docks
Hartlepool
Cleveland
TS24 0RA
Tel 0429 869459 / 231703
Fax 0429 862028
Open 9.00am till 7.00pm
& All Day Saturday

SONIC 2 - 23rd NOVEMBER! ORDERS NOW TAKEN!

Dream MACHINES

All Games Are Japanese Unless Otherwise Stated

Please Add £10.00 Delivery For Consoles
(Next Day Courier Service)
£1.50 For Games & Accessories
£4.00 Hand Held Consoles
(First Class Recorded Delivery)
Fully Computerised Stock Control & Despatch

EXPORT ENQUIRIES WELCOME

TRADE ENQUIRIES WELCOME

SHOOT 'EM UPS

UTE MULTIPLAYER 2	USA	£29.95
V5 DRIVER		£29.95
V5 FIGHTER		£29.95
BATTLE MANIA	USA	£29.95
BATTLE MANIA 2	USA	£29.95
ARROW FLASH		£29.95
BATTLE SQUADRON	USA	£29.95
BUCK ROGERS	USA	£29.95
DARIUS	USA	£29.95
DEVIL CRASH	USA	£29.95
ELEMENTAL MASTER	USA	£29.95
GAIARES	USA	£29.95
GHOSTBUSTERS	USA	£29.95
GRANADA	USA	£29.95
GRANADA X	USA	£29.95
HELLFIRE	USA	£29.95
HERZOG ZWEI	USA	£29.95
HOME ALONE	USA	£29.95
HYPER DUNK	USA	£29.95
JAMES POND	USA	£29.95
JAMES POND 2	USA	£29.95
KID CHAMELEON	USA	£29.95
LAST BATTLE	USA	£29.95
MIDNIGHT RESISTANCE	USA	£29.95
MUSHA	USA	£29.95
MUSHA ALESTE	USA	£29.95
NINJA GAIDEN	USA	£29.95
NINJA WARRIORS	USA	£29.95
OUTRUN	USA	£29.95
PHANTASY STAR 2	USA	£29.95
PHANTASY STAR 3	USA	£29.95
PHANTASY STAR 4	USA	£29.95
PHELIOS	USA	£29.95
POPULOUS	USA	£29.95
POPULOUS 2	USA	£29.95
PUTTER GOLF	USA	£29.95
RAMBO 3	USA	£29.95
RASTAN SAGA 2	USA	£29.95
RINGSIDE ANGEL	USA	£29.95
SHADOW DANCER	USA	£29.95
SHINOBI	USA	£29.95
SONIC THE HEDGEHOG	USA	£29.95
SPACE HARRIER 2	USA	£29.95
SPEEDBALL 2	USA	£29.95
STREETS OF RAGE	USA	£29.95
SUPER HANG ON	USA	£29.95
SUPER MONACO GP	USA	£29.95
SUPER THUNDERBLADE	USA	£29.95
SWORD OF SODAN	USA	£29.95
SWORD OF VERMILION	USA	£29.95
TARGET EARTH	USA	£29.95
THUNDERFORCE 3	USA	£29.95
THUNDERFORCE 4	USA	£29.95
TWIN HAWK	USA	£29.95
WORLD CUP SOCCER	USA	£29.95
WORLD CUP SOCCER	USA	£29.95
WORLD CUP SOCCER

HIGH SCORES

Once more a glimpse of the prestigious and preposterous players who make up the MEAN MACHINES Hall of Fame. It's nice to see the High Scores page expanding steadily, and this month sees hot new games like Predator 2 getting featured, alongside some old faves like Mickey Mouse on the Master System. What we want to see more of is Game Gear scores - what about Shinobi and Pengo, for instance? Get cracking and send them to us, but please no fakes and no scores attained with cheats. Post them off to 'I AM THE MASTER, LICK MY SCORE, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

ALIEN 3
4 997,810 Completed without continues
Wayne Turner, Chelmsford, Essex

ALIEN STORM
100, Supreme Ruler in 1-P Duel mode
Dan Towes, Gillingham, Kent

BLOCK OUT
193 881, got to level 8 from level 0, Flat Fun mode
Dan Towes, Gillingham, Kent

HALF PIPE
53 000
Dan Towes, Gillingham, Kent
DOUBLE HALF PIPE
78 495
Dan and Ross Towes, Gillingham, Kent
FOOTBAG
463 320, on Earth gravity for 9 mins 26 secs
Dan Towes, Gillingham, Kent
DOUBLE FOOTBAG
322 990 Earth gravity
Dan and Ross Towes, Gillingham, Kent
SURFING 9 6 Turbo board
Dan Towes, Gillingham, Kent
SKATING 9 000
Dan Towes, Gillingham, Kent
BMX 134 650
Ross Towes, Gillingham, Kent

Completed with 6 lives left, 2 lives lost, 0 credits used
Dan Towes, Gillingham, Kent

3 640 900
Daniel Flower, Rochford, Essex

365 550, Stage 6A on easy level
Dan Towes, Gillingham, Kent

708 610 easy level
Daniel Flower, Rochford, Essex

13 124 930, retired at level 3
Dan Towes, Gillingham, Kent

1722188, Completed on Very Hard
Karl Barber, Redditch, Worcs

310 800 Professional level, completed in 45 minutes with 3 men left
John T Fawcett, Blackhill, Consett, Co Durham

277 A+++ Duel mode using Gillos Thunderhead
Dan Towes, Gillingham, Kent

985 6 Single Mode
Daniel Gallop, Epping, Essex

3 237 580 last level
Alan Gaunt, Bristol, W Yorks

611 110, completed on easy level
Dan Towes, Gillingham, Kent

Epoch 6 completed
Chris, Mean Machines Sega

ORIGINAL
746 900
Daniel Flower, Rochford, Essex

ARCADE
1,407,500
Neil Kendall, Birkenhead, Merseyside

MICKEY MOUSE
1,254 700, completed on hard mode
Dan Towes, Gillingham, Kent

MIDNIGHT RESISTANCE
2 304 100, completed on Normal level
Dan Towes, Gillingham, Kent

PREDATOR 2
1 363 070 Hard level
Wayne Turner, Chelmsford, Essex

QUACKSHOT
876 500, completed with 7 lives left
Dan Towes, Gillingham, Kent

REVENGE OF SHINOBI
1 156,800
Daniel Flower, Rochford, Essex

ROAD RASH
£47 101 750 completed
Daniel Gallop, Epping, Essex

ROBOCOD
10,389 600 Completed
Chris Collins, Cheadle, Cheshire

SONIC THE HEDGEHOG
9,999 990, completed with 6 gems
Dan Towes, Gillingham, Kent

SPIDERMAN
175 000 Nightmare level
Chris Collins, Cheadle, Cheshire

STREETS OF RAGE
1,101 050 Axel on Hardest level
Daniel Gallop, Epping, Essex

TAZMANIA
1,144 050
Neil Kendall, Birkenhead, Merseyside

TERMINATOR
302,510 completed
Scott Mister, Tranent, East Lothian

TOE JAM AND EARL
1,295, completed with Toe Jam
Dan Towes, Gillingham, Kent

WARDNER SPECIAL
471,900, completed without using a credit
Dan Towes, Gillingham, Kent

WHIP RUSH
1 561,400, completed in 42 minutes on Hard level with 6 men left
John T Fawcett, Blackhill, Consett, Co Durham

MASTER SYSTEM

349 600 completed without continues
Tim Mason, Sittingbourne, Kent

1 250 550, completed
Christopher Clarke, Wigan, Lancs

81 700 completed
Alex Trebowicz, Ealing

HALF PIPE
25 697
Jamie Carpenter, Southwell, Notts

58 600
Jamie Carpenter, Southwell, Notts

80
Jamie Carpenter, Southwell, Notts

4560
Jamie Carpenter, Southwell, Notts
BMX
76 800
Jamie Carpenter, Southwell, Notts

543 050 completed
Tim Mason, Sittingbourne, Kent

96 530 completed
Abdu Hoque, Birmingham

414 600 completed with 6 gems
Neil Sharp, Grimsby, Sth Humberside

25 2 both teams on division 3
Jamie Carpenter, Southwell, Notts

8 520
Tim Mason, Sittingbourne, Kent

287 860, level 58
Paul Hasledine, Stapleford, Notts

1 070 210, finished with a few lives
Paul Hasledine, Stapleford, Notts

Q+A

Special answering trousers akimbo! It's that time of the month when you ask for information and Jaz supplies the answer. No question too tough. No concept too brain bending. Jaz always knows the answer. If you've got some questions, send them off to: LUCY SHOULD REALLY STOP STAYING OUT LATE AND DRINKING BECAUSE IT MAKES HER LOOK HORRIBLE IN THE MORNING Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

ELEPHANT BAR

Dear Jazza

First may I congratulate you on your first edition of MEAN MACHINES SEGA. It is by far the best Sega mag out. I have a Game Gear so hear are some Game Gear questions I hope you can answer.

1. When will Lemmings be released for the Gear?
2. Will World of Illusion be coming to the Game Gear?
3. Are there any plans for the TV tuner's price to go down? Of so how much will it be reduced?
4. Do you know of any cheats for Mickey Mouse on the Game gear?
5. I've been told that a lead is in the making to enable you to connect the Gear up to a TV set so that the game will play on the TV. Is this true?
6. Is the Tazmania game on the Game Gear a straight conversion from the Megadrive version?

Philip Taylor

JAZ. 1. Within the next few weeks. 2. Doesn't look like it at the moment. 3. Again not at present. 4. Now you should've read any of the tips because it's pretty easy really. 5. Nope. No.

A LONG WEIGHT

Dear Jaz

I read in a magazine that there's a super chip that you can install in the Super NES cartridges to give them 32 bit capabilities. Will anything like this ever come out for the Megadrive carts?

William Taylor. Northern Ireland

JAZ. I haven't heard anything along those lines for Megadrive as yet, but it must be said that those games will be VERY expensive!

OZONE FRIENDLY SOCKS

Dear Jaz

First of all I would like to say how incredibly cool your magazine is now it's gone all Sega! Not that I hate Nintendo, but it really is annoying to have one Game Gear review every second or third issue. Anyway...

1. Am I the only one who thinks Game Talk is the worst idea ever? I mean, we're going to pay £30 for a game and we've to have it reviewed by Phil Scholfield whose job is to get famous by eight-year-old girls fancying him.
2. I don't want to tell you your job but when reviewing a game, have you ever thought of putting a small section on the release of its Sega brothers so people won't be worried about missing out?
3. Speaking of missing out, will the following games be coming out on the Game Gear

soon. Predator II, Final Fight, World of Illusion, Batman vs Predator, Alien vs Predator, Atomic Runner?

4 Will any of Incentives Freescape games, such as Castle Master, be coming out?

Yours sincerely, Paul Mullen Glasgow

JAZ:1. No you're not. 2. Yeah. But 99% of the time it would be empty. 3. No. 4. No.

STRAIGHTENED BANANAS

CHOCOLATE CHISEL

Dear Jaz

I think your mag is totally brilliant. I have an idea to put forward to Sega. My idea is that, instead of the Master System converter, there should be an Amiga converter which enables you to use Amiga games on your Megadrive. I hope that Sega will take this idea seriously

Allan Swinton, Bridge of Don, Scotland

JAZ: I assume that impracticle is your middle name

RUBBER NAILS

Dear Jaz

Please answer the following questions

1 I was going to buy a Mega-CD when it comes out but when you mentioned Sega's 32-bit console I changed my mind. How long will it be until this new machine comes out? How good will it be? Will it be backwards compatible with the Megadrive and Mega-CD? Just tell me anything you know!

2 When you update marks in Lookback, why not do the same in the Games Index?

3 When will Star Control II be out?

4 If Street Fighter II on the Megadrive is as good as the Super NES version you'll have to give it 100% due to it being a conversion of the Championship Edition, therefore offering much more than the Super NES one. Will you be willing to give a "perfect game" score?

Chris Mardon, Durham

JAZ: 1. I can't tell you anything at the moment because I've been sworn to secrecy, but it'll be out in Japan at the end of 1993 and won't make it to this country until 1994. 2. Hmmmm. Could do. We'll have a think about it. 3. Early next year. 4. No, because no game is perfect.

GLASS HAMMER

Dear Jaz

Could you please answer some serious Capcom, Konami, Nintendo and Sega-related questions

1 Are Capcom themselves doing the conversion of Street Fighter II for the Megadrive or did they just licence it to Sega so that Sega could do it?

2 If Capcom are doing the conversion of Street fighter II how did Capcom break away from Nintendo's long standing agreement, whereby Capcom would not make games for a competing system?

3 I referred to the news about Street Fighter II saying that you got the information from a 100% reliable source. Are you SURE Street Fighter II s coming out for the Megadrive?

4 Now that Konami have announced that they will be making games for the Megadrive, does this mean that there might be a chance of arcade conversions such as Aliens and Crime Fighters for the Megadrive?

Please answer these questions because they really mean a lot to me. Thanks!

Vega, on Holiday in Spain

BUCKET OF HOLES

Dear Jaz

I have a few questions that I hope you can answer.

1. Is it true that Aliens III is coming out for the Game Gear shortly?

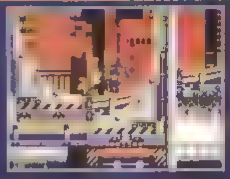
2. I might be getting a Megadrive soon and have been wondering what the difference is between a PAL and SCART Megadrive?

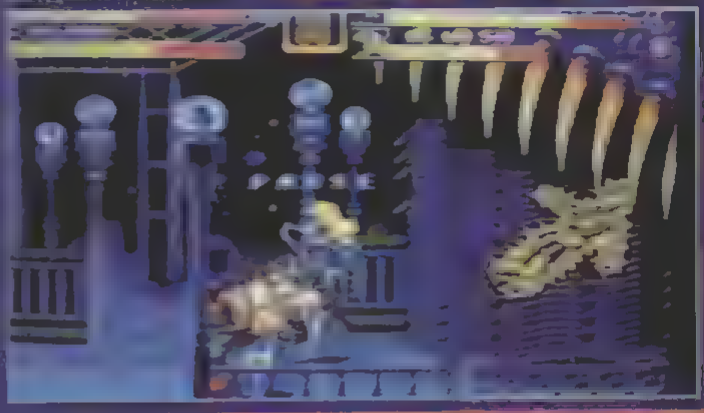
3. What do you think [illegible] games for the Mega[illegible] III, Tazmania, Sonic II and Streets of Rage[illegible]

4. [illegible] you five [illegible] please [illegible] your fab mag[illegible]

Will Astrello [illegible]

JAZ:1. [illegible] out then [illegible] PAL [illegible] tally to [illegible] resolution of [illegible] a SCART [illegible] socket to [illegible] They're all [illegible] apart from Tazmania which is just good. 4. Oh, alright.





BUCKET OF STEAM

Dear Jaz

Could you answer a few questions please?

1 Are there any plans for Sega to release a draughts game?

2 If so when?

3 If not why not?

4 Can I trust your charts because all other mags are different from each other. Even the Telly Text ones.

5 On some games where you split the screen will they sell a TV with two screens so player one goes on one TV and player two on the other? Or some lead to connect two TVs together because it would be much better than a game crushed up like Sonic II or racing games. How do I subscribe? I can't find the page!

Dean Smith Surrey

JAZ 1 No 2 Never 3 Because draughts is such a boringly crap game played by wizened old men wearing flat caps who breed whippets. 4 Trust us, we're the experts. 5 Not on your nelly.

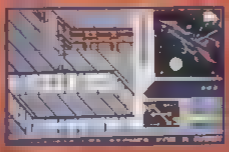
TARTAN PAINT

Dear Jaz

I am a Megadrive owner and with my machine I've got the excellent cart Buck Rogers. Everything apart from the price appeals to me and with the release of the Mega CD there's obviously much more scope for games similar to this. What I want to know is will those geniuses at Electronic Arts be able to design the CDs in such a way that once you have established a team you will be able to buy additional adventures and play them with your ready established team? Is the Mega CD capable of this? Cheers very much and continue to hang loose!

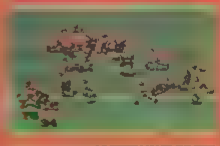
Kes, Repton

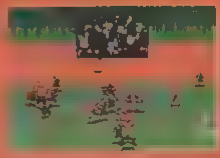
JAZ It would be, but whether or not EA or anyone else will make use of this is yet to be seen.

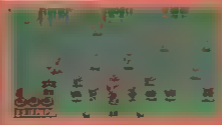


SPLENDOCAKE

JAZ: 1. Nope. 2. Nope. 3. The [illegible] revenge. 4. Super Kick Off looks pretty good - wait for the review early in the new year for all the information. 4. Check out the review yourself!







SKYHOOKS

Dear Jazza

I am writing to complain about the enormous amount of ads in MEAN MACHINES. In both your September and October issues there were over 40 pages of them is it really necessary? Why can't we have more of the real stuff? Also are there any plans to bring Road Rash II out on the Game Gear?

Nicholas Garstin, Hertfordshire

JAZ: No ads = no pages. Simple really. Check out other Sega magazines - they hardly carry any ads and they're water thin. We might carry more ads than they do, but it also means we have far more editorial pages too! Roads Rash II on Game Gear? Noooooooooooh

FACELESS CLOCK

Dear Jazman

I am the proud owner of a Game Gear and would like to ask some questions

1 Will there be any wrestling games on the Game Gear?

2 Can you do SKY TV on the TV tuner? If so how?

3 Do you know any cheats for Axe Battler?

4 Do you think there will be a Streets of Rage II on the Game Gear?

I also have some irregular questions:

1. Who do you like best from the Street Fighters?

2 Apart from yours, what do you think is the best Sega magazine?

3. What do you think is the worst Nintendo mag? And finally

4 If you were a child, do you think that it is unfair for computer shows to go on during term time?

Matthew Lawson Middlesex

JAZ 1. Not at present. 2 Not in a million years. 3. No - it's crap. 4. Streets of Rage I has only just been released give it a chance! 5 Chun Li I guess. 6 Megadrive Beep! It's a Japanese Megadrive magazine

BLUE MOON CHEESE

Dear Jazza

How on earth do you work out your overall percentages? I think you are all completely thick if you can't even work out something simple like that! Example On one game you gave Presentation 73%, Graphics 67%, sound 54%, Playability 35%, Lastab lity 12% and Overall 17%. It works out to 51%! Now I have some questions

1 When will WWF come out on the Megadrive?

2 When Street Fighter II comes out on the Megadrive how much will it cost?

3 I read in a magazine that a convertor is coming out to enable you to play Super NES games on your Megadrive and vice versa. Is this true?

Michael Reed, Tyne and Wear

JAZ You complete twerp Each percentage is independent of one another - not an average Otherwise games with amazing graphics and [illegible] gameplay at all would get high marks, and games with poor graphics and sound that are mega would get low marks. Doh! I can't be bothered to answer the rest of your questions cos you're obviously too stupid to understand the answers

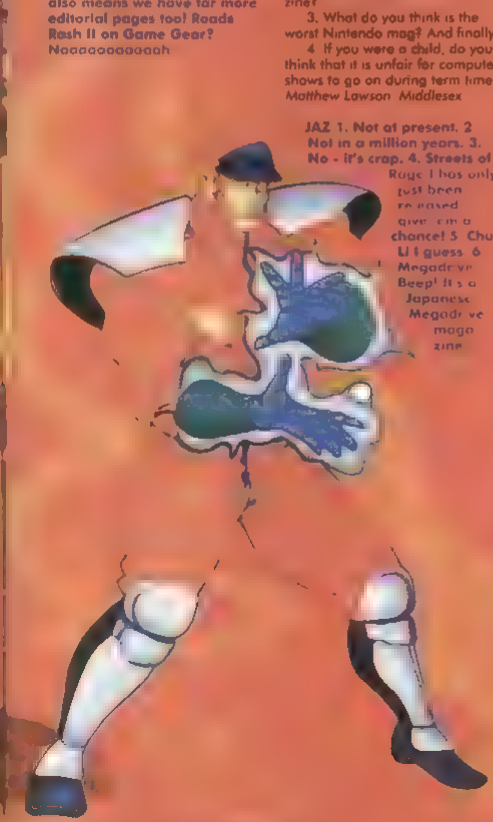
PACKET OF AIRY FARIES

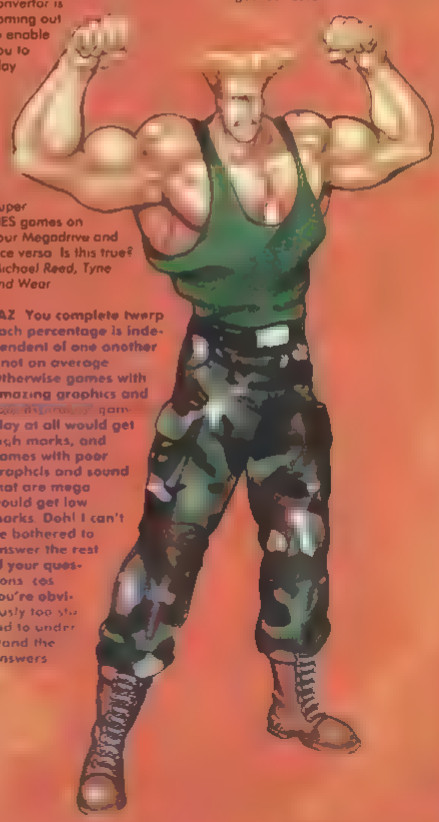
Dear Jazza

The only question I have to ask you is How do I go about becoming a games tester for Sega? I own a Megadrive and it took me five days to complete Sonic the Hedgehog, two days to complete Batman, two days to complete Castle of Illusion and three hours to complete Wonder Boy III!

Martin Willis, Herts

JAZ: Write to Sega themselves, enclosing a CV and stating the reasons why you want to be a games tester





PREMIER MAIL ORDER

SEGA MEGADRIVE

SEGA MEGADRIVE

SEGA MASTER SYSTEM

GAMEBOY

SEGA GAME GEAR

GAMEGEAR
ATTACHE CASE
DELUXE CARRY CASE

TO ORDER PLEASE SEND CHEQUE / PO / ACCESS / VISA NO AND EXPIRY DATE TO:- TRYBRIDGE LTD 1D TINKLER SIDE, BASILDON, ESSEX. SS14 1LE
TELEPHONE ORDERS: MON-FRI 9-5PM 10AM-4PM 0268 271172 24 HOUR FAX LINE 0268 271172
TITLES MARKED * MAY NOT BE IMMEDIATELY AVAILABLE PLEASE RING FOR INFORMATION
POSTAGE + PACKING: UK: FREE, EUROPE: £1.00 PER ITEM, OUTSIDE EUROPE: £2.00 PER ITEM, NEXT DAY SERVICE ADD £2.50
CHEQUES MADE PAYABLE TO PREMIER MAIL ORDER
WE NOW BUY SECOND HAND SOFTWARE - RING FOR DETAILS
RING FOR OUR SECONDHAND MEGADRIVE RANGE - NEXT DAY SERVICE AVAILABLE - RING FOR DETAILS

TOYMASTER

SOVEREIGN CENTRE, BOSCOMBE, BOURNEMOUTH.

SONIC 2

AVAILABLE NOW

PLEASE CALL

WE STOCK MANY OTHER TITLES, FOR ALL GAMES SYSTEMS. AS WELL AS BEING THE SOUTHS LEADING TOYSHOP

MAIL ORDER HOTLINE

0202 392755

UP MARKET CONSOLES

PO BOX 107, NORTHAMPTON NN3 1AY

NORTHAMPTON

Market Square

Tue, Wed, Fri, Sat

Tel 0850 776689
0604 499549

We Will try to Beat Any Price in any console mag

New & Used Games Bought & Sold

Subject to availability. Please Phone

TERMINATION

Survive & Win A Game Gear

0891 24 20 21

WIN A SEGA MEGA DRIVE Plus SONIC THE HEDGEHOG GAME

0891 24 20 22

TREASURE ISLAND

0891 24 20 23

Dixons

Nº1

IN BRITAIN
FOR THE LATEST
VIDEO GAME ACTION

OVER 200 TOP TITLES IN STOCK NOW!

Nº1 FOR A HUGE RANGE OF GAMES CONSOLES AND ACCESSORIES.

EXCLUSIVE DEALS ON SEGA AND NINTENDO.

TOP30 GAMES IN STOCK NOW! CHECK OUT THE CHART AT DIXONS.

FREE!

SIMPSONS OR SMASH TV

LCD GAME WITH THIS VOUCHER

Dixons In-store Price £9.99

Don't miss this fantastic offer! Buy games software for over £32 and get one of the above LCD games FREE with this voucher.

One voucher per purchase. Cannot be used in conjunction with any other offer. To branch manager: discount using Code 4 (Head Office)
Voucher offer ends Thursday 24 December, 1992

OVER 360 DIXONS GAMES CENTRES

HOTLINES

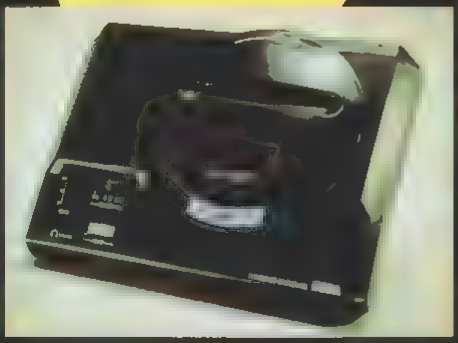
SUPER NES

The Super NES is simply the greatest gaming tool in the universe! And there's one up for grabs on this red-hot 'phone line. You know the score. Dial away and see if you can win.

0839 335523

MEGADRIVE

...but have ...try and win ...ad



0839 335524

WIN £150 WORTH OF GAMES

Want to play with enough games to fill your Y-fronts to breaking point? Well, dial away (being careful to use the number below) and that £150.00 worth of games you dream about could be yours!

0839 335525

GAME GEAR

Fancy trying to win one of these portable colour Game Gear doobries? Dial up the number below and listen, and you never ...rs!

0839 335526

GAMEBOY

...es long and ...with in the ...y of course! ...d since dusted ...d one of these ...wonders could be ...d win the comp on

0839 335527

Now, you are ready for us!

Think you've seen every screen and decoded every hidden strategy? You haven't. There's still a great big world of exciting video games out there, and you'll find them at your closest Toys"R"Us store.

Like you, we take our video games seriously. So when you're ready for your next adventure, set your sights on Toys"R"Us and choose from the world's biggest selection of video titles - all the latest plus those you've missed.

TOYS"R"US

STORE HOURS:
Mon-Sat
9 am 'til 8 pm
Sunday
10 am - 6 pm*

THE WORLD'S BIGGEST VIDEO GAME MEGASTORE!!!

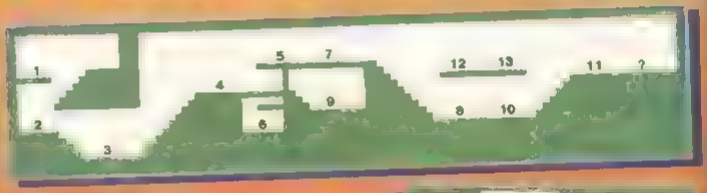
Bluewater Birmingham Brent Cross Bristol Cardiff Croydon Derby Edinburgh
Leicester Luton Manchester Medway Metro Centre Northampton

TIPS

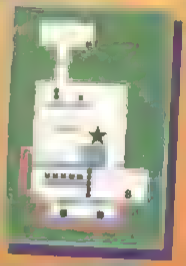
KRUSTY'S SUPER FUN HOUSE

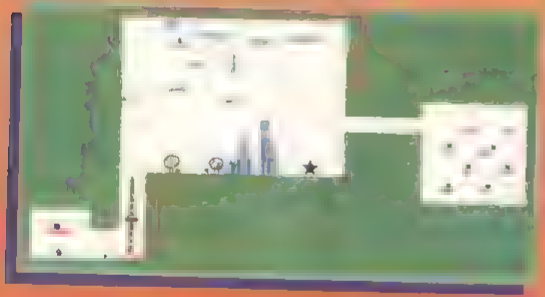
MAPS SPECIAL

Greetings game dudes and welcome to the ultimate in Sega tipping – whether Megadrives are your bag or you're a Master System freak or even a Game Gear fiend it matters not because these tips are more appealing than David Hasselhoff's hair. Unsurprisingly though, I need more of your lovely offerings, including any decent maps you've dreamt up and drawn out, so get your bleeding acts together and wing them over to me NOW-ISH etc. MORE TIPS [illegible] BEAM MACHINES [illegible] 38-32 Farringdon Street, London EC4A 4HH. Don't forget the utterly humongous software prize for the sender of the best of the month.



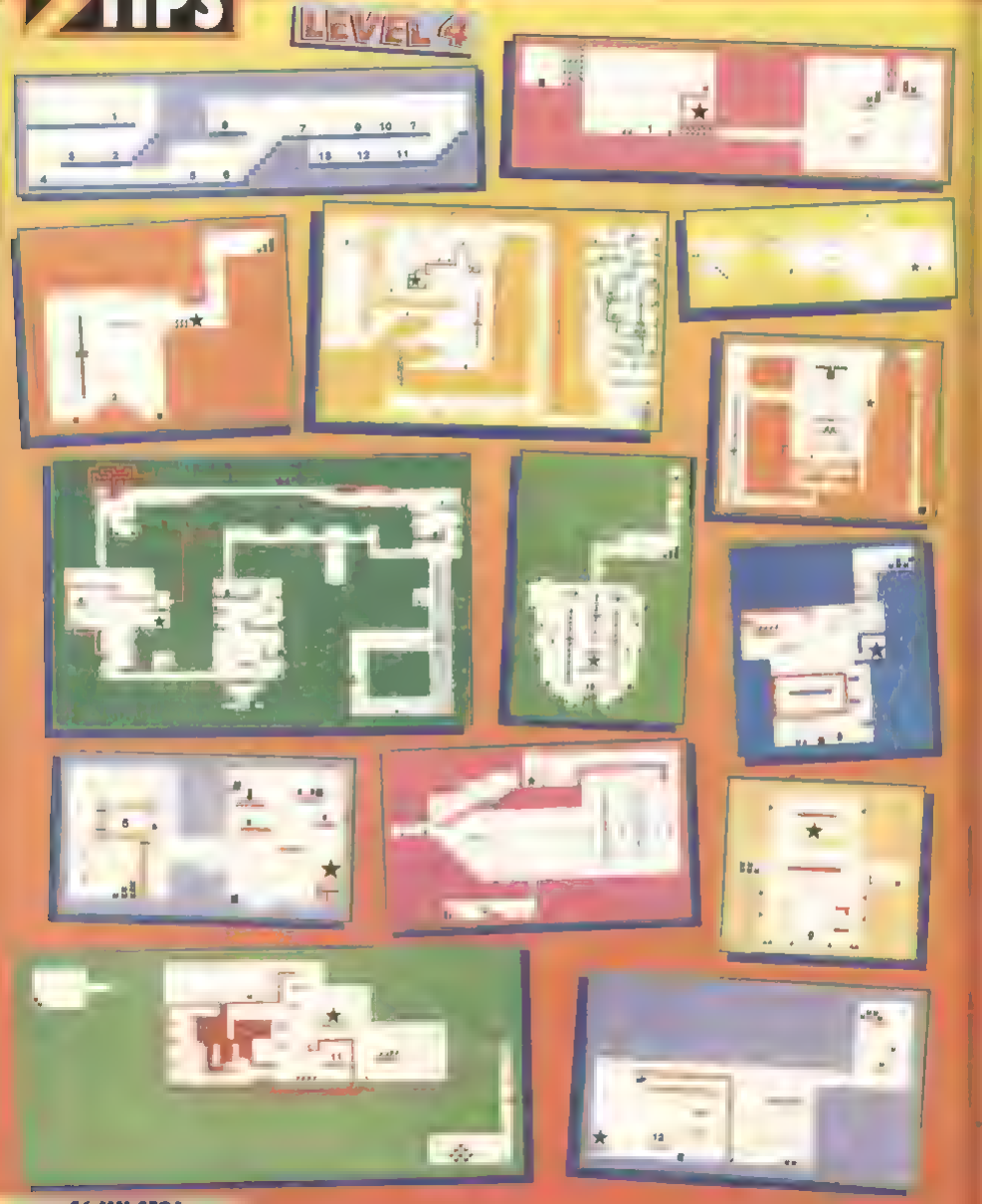
LEVEL 3





KEY

- RAT BOWLER
- RAT HOLE
- RAT TRAP
- LIGHT BLUE BLOCK
- MAGIC BONUS BLOCK
- MOVEABLE BLOCK
- CRUMBLING BLOCK
- JAR / BOTTLE
- PIPE
- SPRING


LEVEL 4

LEVEL 5
BONUS ROOM

RHINE GAMES

RHINE

The name you can trust

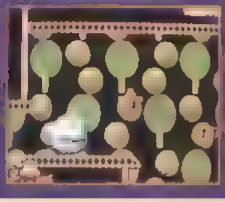
MAIL ORDER DETAILS ALL PRICES ARE MAIL ORDER ONLY
CHEQUES OR POSTAL ORDER TO
RHINE GAMES, 301 EDGEWARE ROAD, LONDON W2 1BN

PC ENGINE - ATARI LYNX - CONSOLES & GAMES.
PLEASE CALL FOR DETAILS
TRADE ENQUIRIES WELCOME

RETAIL STORES
301 EDGEWARE ROAD, LONDON W2 1BN. TEL: 071 723 2412
260 TOTTENHAM COURT ROAD, LONDON W1P 9AB
TEL: 071 580 6397.
ALLOW APPROXIMATELY 5 DAYS FOR CLEARING CHEQUES [illegible], FOLLOWING DAY DELIVERY. P&P ADD £1 FOR GAMES/ACCESSORIES, £5 FOR MACHINES. £10 NEXT DAY DELIVERY. TRADE ENQUIRIES WELCOME - 071 724 3822.
WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT PRIOR NOTICE. E&OE.

TIPS

ROBOCOD



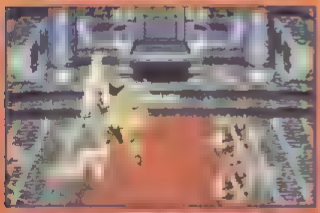
It's a hearty cheers to David Saunders of County Londonderry, [illegible] handy [illegible] code: [illegible] to twirl [illegible] hold it [illegible] press A, [illegible]

DESERT STRIKE

[illegible] scenic beauty from Chester Greenidge of East Dulwich which starts you with an incredible 10 lives:

GOLDEN AXE 2

During the demo hold down A, B and C then press START. Now select OPTIONS, while holding down A, tap B and C. Select NORMAL with cursor and your fave character, keeping A pressed down. Select a stage with A and B then press START. Don't release A until the stage number appears. Good one Dave Shannon of Liverpool.



DECAPATTACK

If you're [illegible] and at the [illegible] and then [illegible] build up [illegible] lowing [illegible] Matthew [illegible] Land [illegible] bouncy pole [illegible] white [illegible] wedge of [illegible] more, you can repeat the process for up to 30 lives. Ohh wow!

EURO CLUB SOCCER

Coming to you courtesy of every Tom, Dick and Harry named Peter Woods, here's the highly handy codes for access to the second legs - good stuff. Peter, he who forgot to put his address on the letter, do you [illegible] type of [illegible] to a straight answer and press B which [illegible]

First Round:
Aston Villa vs Dynamo Zagreb:
Code for 2nd leg: HFZAQA7BKTA

Leeds vs Vienna Grac:
Code for 2nd leg: 4N4QQBBBGA

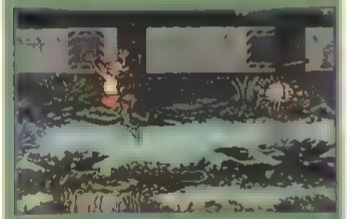
Second Round:
Leeds vs Rapid Bucharest:
Code for 2nd leg: 3V4RQBBDHA

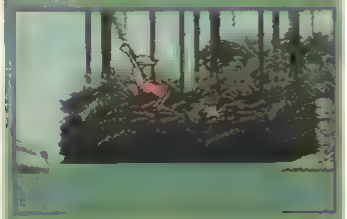
Third Round:
Leeds vs Dnepr:
Code for 2nd leg: CF4TQBBHQA

Semi Final:
Leeds vs Shamrock:
Code for 2nd leg: CF4TQBBHGA

Final:
Leeds vs Marseille:
Code: TJ4UABBIGC

GREEN DOG





TAZMANIA

Here's a super quicky from Mark Miloszkiewicz from God Knows. Simultaneously hold down A, B, C and START on Joypad 2 and all the same on Joypad 1 - you should hear a ring. Start the game and then pause it. Press A, B, C to skip levels then unpause. Press B then pause for [illegible] or C for [illegible] Smart.

WONDER DOG

If you're [illegible]

DOG[illegible] MYSTIC

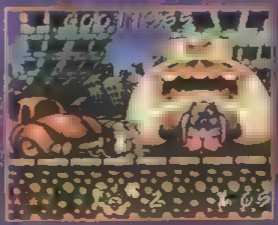
SCRA[illegible] ANKLES

LOON[illegible]

PLANI[illegible]

PLANI[illegible]

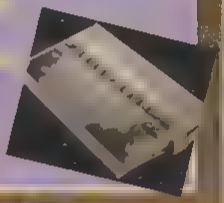
PLANI[illegible]



THE HOT SPOT

PLUS... STREET FIGHTER II PLUS...

WIN!!!
WIN!!!



WIN!!!
SONIC 2 THE HEDGEHOG

plus...

...A Sega Mega Drive

0839 404062

GET A GAME BOY.

0839 404066

WIN MEGA CD + 3 CD GAMES

0839 404067

TIPS

GOLDEN AXE

For a shiny Level Select get your
[illegible] around the title screen
[illegible] Liverpool lad, David Shannon.
On the Magic Select Screen
press LEFT, RIGHT, DOWN and
RIGHT then take your pick

ASSAULT CITY

[illegible] Buttons 1 and 2 simultaneously then when the
Press Start screen appears, take your finger off
Buttons 1 and 2 but keep your thumb on the D
[illegible]
[illegible] 'Are You Ready'. When the shooting
[illegible] finger on the fire button
[illegible] you're invincible. Phew!

ALEX KIDD IN MIRACLE WORLD

Gnash your teeth no longer when victory evades you and Game Over looms because Abdul Hoque of Birmingham has the answer (hurrah!). Simply collect 400 coins or more while you still live, then continue when you snuff it and the game over screen appears by pressing UP and Button 1 then rapidly press Button 2 while holding UP. When CONTIN UE mode appears press START.

To reach a wonderful world of surprises, use your invincibility power and punch the first octopus on the third level in the face five times. When it dies go on top of the bowl and press DOWN three times... open sesame!

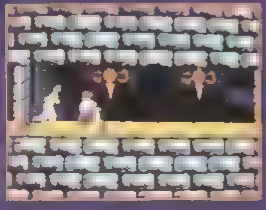
To kill all the henchmen including Janken the Great use the following combinations: (A) stone-scissors (B) scissors-paper (C) stone-scissors (D) paper-paper (E) stone-stone (F) stone-scissors (Janken) paper-paper.

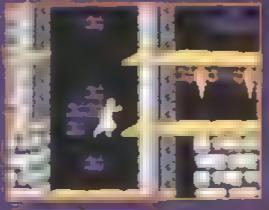
(NB. these only work without using telepathy ball)

PRINCE OF PERSIA

David Johnston from Glasgow's obviously one of those types who likes wearing pointy slippers and [illegible] hence this bunch of level codes for this topper [illegible] game:

LEVEL 2: [illegible]
LEVEL 3: [illegible]
LEVEL 4: [illegible]
LEVEL 5: [illegible]
LEVEL 6: [illegible]
LEVEL 7: [illegible]
LEVEL 8: [illegible]
LEVEL 9: [illegible]
LEVEL 10: [illegible]
LEVEL 11: [illegible]
LEVEL 12: [illegible]
END FIG[illegible]
PRINCE[illegible]





SPY VS SPY

Anyone out there fancy themselves as a bit of a James Bond - just think how many women you can drink and all those Martinis dying to get you into the sack! Paul Coombes of Southampton looks well greasy in his black sheets so he's worked out a definitive guide to this Master System classic.

BEAT '[illegible]

First of all, to beat the computer opposition, run towards him and give him a good kick (just one) which stuns him for an instant. Do a quick dab on the joypad in the opposite direction then quickly press [illegible] times, your foe snorts it without you taking a jot.

IT'S A-[illegible]

On later levels when the Embassy Complex gets huge and confusing just follow your computer opponent (keeping at least one room behind) who guides you straight to the required items. When he's got [illegible] it's easy to catch because you're empty-handed and much faster) and kick him in (using the Best 'Em Up Antics Method).

LEVELS:[illegible]

At first glance Spy Vs Spy may seem a bit limited because there are only eight levels. But here's your path to a load more. At the start, select ONE PLAYER, make the computer player [illegible] ONE of the THREE you can choose and start on LEVEL EIGHT. You can now progress to a stack of new levels which are impossible to select at the start. If you die [illegible] levels, don't throw a wobbly and switch off the machine, just go [illegible] vels you reached are now selectable.

TRAP T[illegible]

There are five trap items to choose from but only three different forms of trap. Here's a guide to each:

BOMB: This can only be placed in furniture. When you place this, check there are no white buckets on the wall nearby.

SPRING: This also applies to the furniture - some sort of trap but produces a different result. Check the wire cutters aren't nearby.

ELECTRIC BUCKET: Place this on top of doors to prevent the enemy entering rooms. Make sure there are no henchmen close by.

GUN: Placed on doors, this does the same job as the buckets but makes the enemy die in a very strange way. First Aid cases thwart this one so make sure there are none around.

TIME BOMB: These are best laid when being tailed by the foe. If nearby, lay one in the room you started in just as the enemy spy dies. That done it blows his socks off just as he comes back to life.

SIMPLI[illegible]

1. Always remember where you laid the traps.
2. If you hear a time bomb ticking, run out the room fast and wait 15 seconds before proceeding.
3. If you're [illegible], go to the airport and barricade yourself in with traps then grab the booty when your enemy bites the dust, having walked into one.

GHOSTHOUSE

According to David Shannan from Liverpool, if you jump on the arrows, Oli eventually turns golden giving you invincibility for a short time. Punch the light bulbs to freeze the enemy.

PUTT 'N' PUTTER GOLF

TSMDCV	LEVEL 11: THESUN
	12: MGANCZG
	13: MSONCZG
THBEDW	LEVEL 19: MEOODAH
	LEVEL 20: MERCURY

AX BATTLER

Here's a [illegible] Barnett of Barwell, Leicestershire. Sharp chap!

FIREWOOD CITY:
TURTLE VILLAGE:
SAND MARROW: OOBK, EBPK, WAAM, NBLP
HOLM STOCK: EEAP, IKLN, IMPE, CNOG

KICK OFF

Here's [illegible]
I Can't [illegible]
semi-[illegible]
Also, from [illegible]
ball, more [illegible]

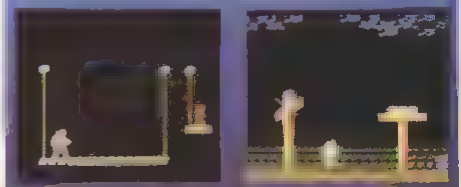
BATTER UP

If you have a right handed pitcher against a right-handed batsman and throw a right curve pitch with slight right offertouch the batsman can't hit it. This also works with a left overyth ng

CHAMPIONS OF EUROPE

Get to the semi-finals and make sure it's a 0-0 draw at half time. Go to the QUIT[illegible] and select yes to [illegible] that one.
Dave Sherwin[illegible] Liverpool.

GHOULS 'N' GHOSTS



SEGA

MEGA DRIVE

0839 36 39 54

SONIC

WIN SEGA
WIN SEGA
WIN SEGA

WIN A SEGA MEGA CD

0839 36 39 55

SEGA GAME GEAR

0839 36 39 63

Mega Drive - Game Gear - Master System II

BATMAN	0839 36 39 56
TERMINATOR 2	0839 36 39 57
ALIENS 3	0839 36 39 58
TEST DRIVE 2	0839 36 39 59
SONIC THE HEDGEHOG	0839 36 39 60
SUPER MONACO GRAND PRIX	0839 36 39 61
F22 INTERCEPTOR	0839 36 39 62

WIN WIN WIN WIN WIN

NINTENDO GAMEBOY

0839 36 39 64

SUPER NINTENDO

0839 36 39 65

ATARI LYNX

0839 36 39 66

CALL CHARGES Calls cost 36p/min cheap rate 48p/min all other times Make sure you ask your parents' permission before you call. Maximum call length 5 mins, maximum call cost £2.40 Multiple choice competition

For further information & list of previous prize winners write to Awesome PO Box 1650 B1 1AA

Batman Sega Game Gear Mega Drive Master System are all registered trademarks of their respective companies and we are not related to or endorsed by them

DIAL-A-TIP

CHEATS N' TIPS N' POKES

SEGA CHEATS N' TIPS	0891 445 933
NINTENDO CHEATS N' TIPS	0891 445 913
AMIGA GAMESLINE	0891 445 786
ST GAMES LINE	0891 445 787
CHEATS GALORE (ALL FORMATS)	0891 101 234

ALL CHEAT LINES UPDATED EVERY WEEK

INTERACTIVE GAME SOLUTIONS

SONIC THE HEDGEHOG 1 & 2	0891 866 001
SUPER MARIO WORLD	0891 445 924
SHADOW OF THE BEAST 1, 2 & 3	0891 442 022
EYE OF THE BEHOLDER	0891 442 030
HEROES OF THE LANCE	0891 442 025

FULL FULL INFORMATION ON ALL OUR HELPLINES DIAL

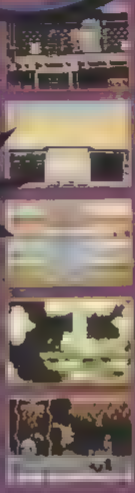
0891 445 904

DISK WORLD CLUB	0891 445 925
WHIZZ KID COMPUTER QUIZ	0891 101 255

TOP 10 CHA

MEGADRIVE

1 ALIEN 3
2 LHX ATTACK CHOPPER
3 EUROPEAN CLUB SOCCER
4 TAZMANIA
5 CHUCK ROCK
6 AYRTON SENNA'S SUPER MONACO GP II
7 CRUE BALL
8 GREEN DOG
9 ROAD RASH
10 AQUATIC GAMES



conversion of the somewhat nail mome is hanging anywhere at the top spot with LHX Attack Chopper, EA's superb night sim cum strategy jaunt, leaping in at number two whereas further down new entries bombing they all keep their places next month

kill you first.

MASTER SYSTEM

1 ALIEN 3
2 CHUCK ROCK
3 GHOULS 'N' GHOSTS
4 OLYMPIC GOLD
5 NINJA GAIDEN
6 WIMBLEDON TENNIS
7 SONIC THE HEDGEHOG
8 SUPER KICK OFF
9 XENON II
10 ASTERIX

Well at least we've got unlike last issue when it was just a massive

nowish.

ARTS

Yes, it's that time again, when we send all you would-be market researchers with all the up-to-date information on who's selling what and how many. Ho hum, well here goes...

MEAN MACHINES MEGADRIVE CHART

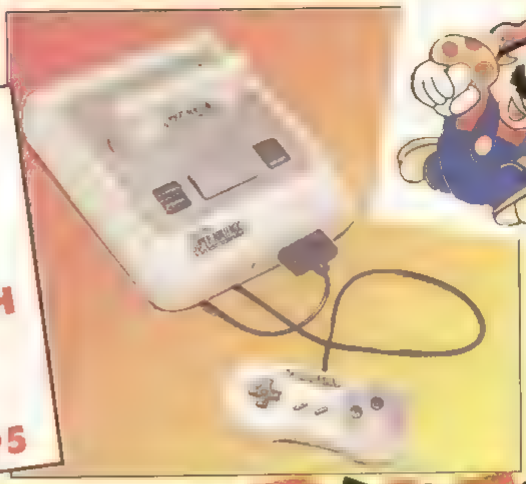
1 ECCO
2 PGA TOUR GOLF II
3 STREETS OF RAGE II
4 ROAD RASH II
5 SONIC THE HEDGEHOG II
6 MEGA-LO-MANIA
7 WORLD OF ILLUSION
8 EA HOCKEY
9 FLICKY
10 JOHN MADDEN'S 92

Because the pri… the … we've decided … definitive … chart … differen… had wreste…

GAME GEAR

1 SUPER KICK OFF
2 OLYMPIC GOLD
3 SONIC THE HEDGEHOG
4 POPILS
5 WONDERBOY III
6 SPACE HARRIER
7 MICKEY MOUSE
8 SUPER MONACO GP
9 DONALD DUCK
10 SHINOBI

WIN SUPER NINTENDO



WIN
A SUPER NINTENDO
AND
£500 WORTH OF GAMES
JUST CALL
0839 99 44 95

HUNDREDS OF RUNNER UP PRIZES!

WIN A GAMEBOY RIGHT NOW!
CALL
0839 99 44 96

WIN A SEGA MEGA DRIVE PLUS £200 WORTH OF GAMES!
CALL 0839 99 44 97

WIN YOUR TOP TEN FAVOURITE SEGA or NINTENDO GAMES
For any System
Call Now on
0839 99 44 98

Call Charges: Calls are charged at 36p per min cheap rate and 48p per min at other times. Make sure you ask your parents permission before you call. Maximum call cost £2.40, maximum call length 5 mins. Multiple choice competition. For further information & list of previous prize winners write to Awesome PO Box 1650 B1 1AA. Nintendo, Mario Brothers, Gameboy, Super Nintendo, Sega, Sega Megadrive are all registered trademarks of their respective companies. We are not related to or endorsed by them.

IF AN ADVERT IS WRONG, WHO PUTS IT RIGHT?

We do. The Advertising Standards Authority ensures advertisements meet with the strict Code of Advertising Practice. So if you question an advertiser they have to answer to us.

To find out more about the ASA, please write to: Advertising Standards Authority, Department X, Brook House, Torrington Place, London WC1E 7HN

ASA

This space is donated in the interests of high standards in advertising.

POWER PLUS CONSOLES

UNIT 3
ROBERT LEONARD IND. EST
AVIATION WAY
SOUTHEND-ON-SEA
ESSEX
Tel/Fax (0702) 530377

EVERY 5TH UK MEGADRIVE SOLD WINS
2 FREE CINEMA TICKETS (WHILE STOCKS LAST)
SEGA MEGADRIVES FROM £87.00!!!

MEGADRIVE		SUPER NES		MASTER SYSTEM	
DESERT STRIKE	27.95	STREETFIGHTER II	CALL	ASTERIX	23.95
SIDE POCKET	19.95	CASTLE VANIA IV	CALL	BONANZA BROS	22.50
EVANDER HOLYFIELD	CALL	SUPER SOCCER	32.95	CHAMP OF EURO	26.50
MONACO GP	ALL	WWF	37.95	DONALD DUCK	23.95
ALIEN 3	24.95	HUMAN ALIEN	35.00	MICKEY MOUSE	22.95
JORDAN v BIRD	24.95	SMASH TV	37.95	OLYMPICS	25.95
PITFIGHTER	24.95	ADDAMS FAMILY	37.95		
ROAD RASH	32.95				
SPIDERMAN	19.95				
KID CHAMELEON	19.95				
SPLATTERHOUSE 2	ALL				
SONIC HEDGEHOG	32.95				
OLYMPICS	24.95				
DRAGONS LAIR	29.95				
ALIENS	ALL				
PGA	ALL				
SONIC II	ALL				
MICKEY MOUSE v DONALD DUCK	CALL				
ALISIA DRAGOON	29.95				
MARBLE MADNESS	29.95				
ROLLING THUNDER	19.95				

CONSOLES			
UK MEGADRIVE + SONIC + JOYPADS	96.50	SUPER NES SYSTEM	CALL
MEGADRIVE + OLYMPICS	96.50	MASTER SYSTEM II NC SONIC	56.95
JAP PAL MEGADRIVE INC PSU & CABLE	87.00	GAMEGEAR AND GAMEBOY AVAILABLE	

100'S more titles to choose from.
Ring our Order Hotline NOW!
Mail Order Hotline (0702) 530377
Open 7 days a week
Monday-Friday 9am-8pm
Saturday 9am-6pm
Sunday 10am-4pm

GAMES £1.00 P&P
CONSOLES £5.00 P&P
NO JAP GAMES
NO MEMBERSHIP FEES
NEXT DAY CONSOLE DELIVERY AVAILABLE

AFTER HOURS ANSWER PHONE

PRICES + VAT
CHEQUES MADE PAYABLE TO:
POWER PLUS CONSOLES
WHOLESALE ENQUIRIES WELCOME

VISA

CHEAPEST PRICES AROUND!

CONSOLE MANIA!!!

ULTIMATE SOFTWARE
4 Rylands Mews
Leighton Buzzard,
Beds LU7 8SP
Tel 0525 852934
Fax 0525 853618
Mon-Sat 9.30am-7pm

THE GAMES ROOM
Unit 17 In Shops,
Epsom Market Hall, High Street,
Epsom, Surrey KT19 8TX
Tel: 0372 744465
Fax. 0372 749310
Tue-Sat 9am-5.30pm

THE GAMES ROOM 2
9 The Arcade High St, Sutton
Surrey SM1 1ET
Tel/Fax 081 643 9500
Mon-Sat 9 30am-6pm

JOYPADS £9.99

IMPORT MEGA DRIVE WITH SONIC
(1 YEAR GUARANTEE)
£104.99 + p&p

JAP/UK ADAPTOR £8.99

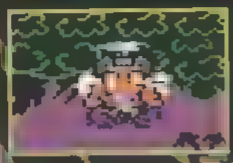
MAIL ORDER HOTLINE
0525 852934

MAIL ORDER HOTLINE
0372 744465 OR 081 643 9500

ORDER COUPON

Name
Address
Tel
Visa/ Access No
Item
Please add £4 p&p for consoles
Total
SP

FREE P&P ON ALL GAMES. PLEASE ADD £4 FOR CONSOLES
ALSO SEE US AT MILTON KEYNES MARKET (SAT + TUES) & FINMERE MARKET (SUN).



▲ Ooh! Wonderboy does battle with a massive, deformed monster. Wow.
◀ It's the man himself! Shion the Wonderboy!

WONDER IN MONSTER

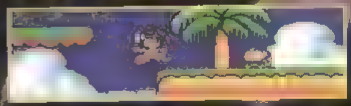
Fresh from [illegible] him [illegible] that turned hi[illegible] rage[illegible] ... Shion [illegible] Wonderboy was [illegible] wi[illegible] himself... and why! Sion [illegible] But that was before [illegible] monsters [illegible] another dimension, [illegible] tie[illegible] throughout the fai[illegible] herrie. Deciding that [illegible] country isn't for hir[illegible] sword, Gradius, and [illegible] His aim: to rid the kin[illegible] dares set foot in it!

Wonderboy in Monster [illegible] game style of Wonderboy III, incorpo[illegible] scrolling platform action with meani[illegible] puzzle-solving. Do you have the [illegible] arcade skills required t[illegible] the monsters?

INTERACTION CENTRAL

[illegible] very far in this game unless you talk [illegible] of the characters walking around the [illegible] castles and forests. Just stand next to the [illegible] and wait for her to speak! Their words are [illegible] Often, these helpful souls hand you [illegible] to a puzzle on a plate!

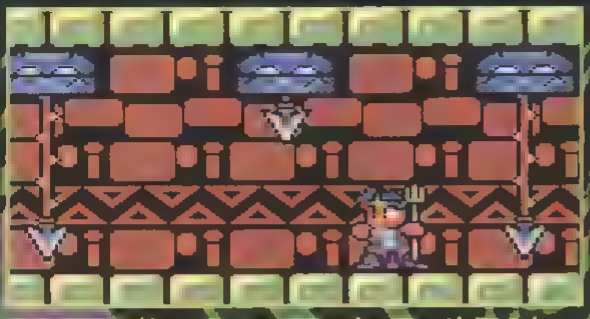
▶ What's a good-looking angel like you doing in a celestial paradise like this?

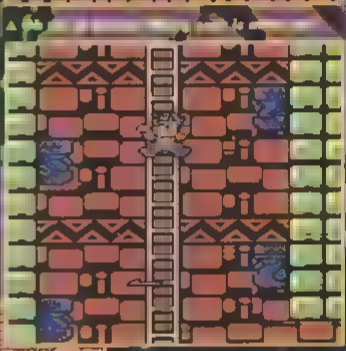


IT'S A KIND OF MAGIC

Shion has access to six different magical powers in his latest adventure. Fire Storm is handed out at the beginning of the game and [illegible] enemies in an [illegible] enemies, burning them to [illegible]. Other spells available include Return (useful to escape a tricky situation), Thunder and Shield (guess what they do!). These other magical spells are awarded later on in the game. Use them with care!

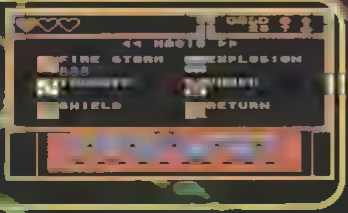
REVIEW





◄ Oh no! It's the sad shuffling sprites of doom! Save me! Save me!

► Even the nice trunks are happy and yay in Monsterworld...



SELECT SCREEN

PAUSE button reveals the inventory screen. This enables you to change the current weapon, armour, boots, shield and special item that Wonderboy is carrying or using. The option also exists to change the magical power Wonderboy has selected.

COMMENT

Well, just like Wonderboy III, Wonderboy in Monster World is a vast, sprawling arcade adventure with loads of hours of adventuring contained therein. I spent a few hours on the game before realising that I'd rather plug in Wonderboy III for a play - it's a lot more playable, exciting and challenging. This game just seems to be a case of killing monsters, solving the odd puzzle, finding the next boss and beating it up. The graphics are pretty good and depict the action well. The sound consists of slow, annoying tinkly tunes in which the Master System seems to excel. I think this game will go down well with Wonderboy III fans after a new challenge because it is quite a good laugh, but they'll probably whiz through it because it isn't really that taxing. For Master System owners after the definitive RPG/arcade adventure, Wonderboy III still reigns supreme.

REVIEW

MASTER SYSTEM

▲ Underwater excitement.

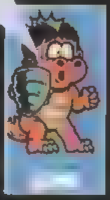
▼ Dungeon frenzy.

▼ Wonderboy has a drink.

▲ Wonderboy enters a dingy dungeon. Ooh, spooky!

The Megadrive version of Wonderboy in Monsterland was one of the best games of the summer, so I was a bit miffed when the office copy went 'awa'. Now I've no need to worry, because the Master System version is almost exactly the same! The graphics are really, really neat with some excellent sprites and colourful backdrops, well in excess of the average Master System game. The actual game itself is the same brilliant mix of clever time-consuming puzzles and monster killing. The puzzle of the Ocarina and the fairies is the same, and all the layouts are identical. Wonderboy is a healthy looking sprite, and very responsive to the controls. The depth of the game is massive, with hours and hours of brilliant gameplay before the end is reached. Again, this is one of these reason to get a Power Base convertor - or even a Master System! Because Monsterland is one of the best arcade adventures ever!

YE OLDE SHOPPING ARCADE



PRESENTATION 51

▲ The password system is the only decent presentation point.

▼ Otherwise a bit of a presentation dropout.

GRAPHICS 79

▲ Nice, colourful backdrops and sprites.

▼ The animation is a bit jerky.

SOUND 40

▼ Sadness incarnate in the form of tedious, tinkly tunes and boring effects.

PLAYABILITY 86

▲ A decent combination of monsters, explosions and puzzle-solving. You want to get into an end, with a large quest to get your teeth into.

LASTABILITY 89

▲ A massive quest contained in the cart that should have you coming back for months in order to complete it.

OVERALL 88

Not as good as Wonderboy III, but still an excellent arcade adventure and [illegible] great challenge.

KINGBIT GAMES

TEL: 031 225 7[illegible]

FAX: 031 226 21[illegible]

[illegible]INBURGH'S CONSOLE SPECIALIST

OPEN MON - S[illegible]

10am- 5pm

SUPER NES

[illegible] (US) INC STREET FIGHTER	£150
[illegible] GAME (TO VALUE £45)	£165
[illegible] (JAP SCART) - ANY GAME	£175
[illegible] OF £45	

	US	JAP
[illegible]		£44
BATTLE BLAZE		£41
BATTLE GRAND PRIX		£39
BIMINI CLAIDED	£40	
[illegible]	£42	
BUBSY PAWLY	£40	
COURT BASKETBALL	£25	
[illegible]	£45	£44
[illegible]	£40	£35
[illegible]	£35	£35
[illegible]	£42	£30
[illegible]		£42
[illegible]	£42	£39
[illegible]		£39
PI EXHAUST HEAT	£45	
ROBOTTER	£28	
[illegible]	£41	
[illegible]	£35	
SUPER OFF ROAD	£42	
[illegible]	£28	
[illegible]	£42	£39
TOP GEAR	£42	£35
[illegible]		£42
SUPER CUP SOCCER		£42
PAT TRICK NERO	£42	£41
SUPER SOCCER	£42	£39
WORLD LEAGUE SOCCER	£30	
SMASH TV	£42	£35
WING RACING	£38	£28
[illegible]	£42	£35
[illegible]	£42	£35
ZOE & MAC	£41	
ZELDA III	£45	
PRINCE OF PERSIA	£43	
JACK N GOLF	£40	
PEBBLE BEACH GOLF	£43	
MYSTICAL NINJA	£44	
CASTLEVANIA	£41	£35
MAGIC SWORD	£45	£43
TURTLES IN TIME	£45	£44
HOOK	£45	£44
SUPER TENNIS	£42	
F-ZERO	£40	£35
AXELAY		£28
F1 SUPER DRIVING	£45	
ROBOCOP 3	£45	
STRIKE GUNNER	£44	
SUPER BOWLING	£43	
CAPCOM FIGHTER STICK	£55	
XE1 JOYSTICK	£35	
JB KING JOYSTICK	£40	

• MEGA DRIVE • MEGA DRIVE • MEGA DRIVE •

MEGADRIVE 2 ME[illegible] £105.00

MEGADRIVE INC SONIC + GAME (To the value of £35.00 £130.00

MEGADRIVE INC SONIC + 3 GAMES To the value of £75.00 £180.00

MEGADRIVE GAMES

	UK	JAP
ALIENS 3	£38	-
BULLS VS LAKERS	£40	
BARE KNUCKLE	£35	£25
BONANZA BROS		£22
ALISIA DRAGOON	£30	
ATOMIC RUNNER	£31	
CHUCK ROCK	£35	
CADASH	£32	
DESERT STRIKE	£34	
DEVIL CRASH	£28	£34
DECAPATTACK	£24	£29
DEVILISH	£30	
DICK TRACY		£20
BATMANS	£28	
DUNGEONS & DRAGONS	£43	
FIGHTING MASTER	£34	
F22 INTERCEPTOR	£34	
GYNOUG		£26
HELLFIRE		£23
KID CHAMELEON	£34	
LEMMINGS	£37	
MICKEY MOUSE	£32	£26
MOONWALKER	£23	£20
MARVEL LAND		£23
MARIO HOCKEY	£34	
LINDEADLINE		£25
XE2 JOYSTICK	£25	
STRIKER JOYPAD	£20	£20
OLYMPIC GOLD	£29	
EJIRO CLUB SOCCER.	£38	
PITFIGHTER	£36	£30
PRO WRESTLING		£20
ROAD BLASTERS	£34	
JOHN MADDEN 93	CALL	CALL
SONIC II	CALL	CALL

	UK	JAP
QUACKSHOT	£34	
ROLLING THUNDER	£27	
SUPER MONACO R.	£38	£32
ROAD RASH	£34	
SUPER MONACO	£30	
SIDE POCKET	£35	
SLIME WORLD		£25
EA HOCKEY	£34	
NHL HOCKEY	£34	
TERMINATOR	£26	
TAZMANIA	£26	
TOMMY LASARDA	£27	
THE IMMORTA.	£34	
SUPER HIGH IMPACT	£25	
SMASH TV	£36	
AA GE K.		£20
GHOULS N GHOSTS	£24	£27
GOLDEN AXE II		£24
IN SCHOOL SOCCER		£25
ALIEN STORM		£21
WONDERBOY V	£38	
NHLPA 93	£38	
AQUATIC GAMES	£30	
CYBERCOP	£40	
TEAM USA BASKETBAL.	£39	
SPORTS TALK BASEBAL.	£42	
SPLATTERHOUSE 2	£34	
EXCILE	£34	
WHEEL OF FORTUNE	£40	
RBI BASEBALL 4	£38	
SPEEDBALL 2	£25	
ROAD RASH II	CALL	CALL
JOYPAD	£15	£15
TURBO JOYPAD	£15	£15
ARCADE POWER STICK	£35	£35

GAMEBOY

GAMEBOY INC TETRIS	[illegible]
[illegible]	
KICK OFF	
YOSHI	
WWF	
PUNISHER	
PITFIGHTER	
HUDSON HAWK	
HOOK	
BLUES BROTHERS	
MARIOLAND	
F1 RACE	
BATMAN II	
WWF II	
DOUBLE DRAGON III	
SIMPSONS 2	
TOXIC CRUSADER	
SOCCER MANIA	
MARBLE MADNESS	
DR FRASIER	
SPIDERMAN 2	
BLADES OF STEEL	

GAMEGEAR

GAMEGEAR INC COLUMNS	£98.00
TAZMANIA	£27.00
PAPERBOY	£25.00
SONIC JAP	£23.00
NINJA GAIDEN	£29.00
FANTASY ZONE	£23.00
SPIDERMAN	£27.00
LEADERBOARD GOLF	£23.00
GEORGE FORMAN BOXING	£24.00
SUPER KICK OFF	£26.00
SUPER MONACO II	£25.00
SMASH TV	£27.00
G-LOC	£21.50
SPACE HARRIER	£23.00
CHUCK ROCK	£26.00

WE OFFER A MAIL ORDER SERVICE

P&P: GAMES £1.50, CONSOLES £10

THE SOFTWARE SWAPS CLUB

Do you have games on the shelf that you no longer use?

Would you like to swap it for another game?

Do you want to be put in touch with the person who has got the game you want and wants the game you have got?

Then join the Software Swaps Club. Membership is £6.00 per annum which includes registration on our database and your first exchange free of charge, subsequent swap requests cost £2.50.

When you apply for a swap, we will send you the name and address of a person seeking a compatible swap. Also included will be a form for you to complete the next time you wish to make a swap. After receiving the details, you then communicate with them and arrange your swap with them. At no time will you send any game to us.

Complete the application form below and send to:

SOFTWARE SWAPS LTD, UNIT 5A, 101 FARM LANE, LONDON, SW6 1QJ. TEL: 071 381 6882

REGISTRATION FORM

Name .....

Address .....

Model: Game Gear ..... Megadrive ..... Master System

Your Game to be Swapped: 1st Choice ..... 2nd Choice ..... 3rd Choice

Game to be Received: 1st Choice ..... 2nd Choice ..... 3rd Choice

D.M.C. CONSOLES

MEGADRIVE

	USA	JAP
Greenrog	32.99	Call
Chiki Chiki Boy	32.99	
HX Chopper	34.99	
Crying	34.99	
Twinkle Tale	34.99	
Chase HQ	Call	34.99
Alien 3	34.99	Call
Jennifer Capriati	34.99	Call
EA Hockey 93	38.99	
Wonderdog (CD)	39.99	
Bare Knuckle II	Call	Call
Sonic II	Now!	Now!

SUPER NES

	USA	JAP
Battle Clash (SS)	32.99	
Top Gear	39.99	Call
Barts Nightmare	42.99	
Xardion's Adv		43.99
Soul Blazer	43.99	
Stens Golf Game	43.99	
Mario Kart	43.99	
Axelay	Call	44.99
Cosmo Gang		44.99
Street Fighter II	54.99	Call
Star Wars	Call	Call
Mickey Mouse	Call	Now!

HARDWARE

Super NES	USA (Scart) 99.00
Super NES	USA (Pal) [illegible].00
Capcom Stick	69.99
Joypads	Call
Super [illegible]	49.99
Megadrive (Jap) + Sonic	[illegible].00
Menacer Gun	Call

NEO GEO

Soccer Brawl	114.99
Ninja Commando	119.99
World Heroes	Call

TEL FAX (0225) 448253

WE ALSO STOCK NEO GEO, LYNX GAMEBOY GAMEGEAR

PRICES MAY CHANGE DUE TO EXCHANGE RATE

IMMEDIATE DESPATCH ON ALL AVAILABLE ITEMS- DELIVERY GAMES £1 EACH & CONSOLES £10 (COURIER)

CHEQUES PAYABLE TO D.M.C. CONSOLES. SHOP & MAIL ORDER TO: DMC CONSOLES 6 BLADUD BUILDING, THE PARAGON, BATH, AVON, BA1 5LS. 10am - 5.30pm Monday - Saturday

[illegible]

17 BOLTON ROAD, WALKDEN MANCHESTER M28 5AX

TEL 061 790 2242 FAX 061 703 9426

VISA MasterCard

SEGA

LATEST USA AND JAPANESE TITLES IN STOCK

SEGA

HAVE YOU GOT A NEW GAME YOU WANT TO SWAP. THEN TRY OUR PREMIER [illegible]

EG. SUPER MONACO II FOR HOLYFIELD BOXING + £5

OLYMPIC GOLD FOR TAZMANIA + £5

ALSO SWAPS AVAILABLE FOR SNES OWNERS.

BRING TODAY!

CARTRIDGE EXCHANGE CLUB

MASTER SYSTEM

MEGADRIVE

GAMEGEAR

GAMEBOY SNES

1-2 PLAYERS

ACCLAIM

CONTROL: MENACER/JOYPAD
GAME DIFFICULTY: MEDIUM/HARD
CONTINUES:
SKILL LEVELS:

A conversion of the popular light-gun based coin-op, Total Recall from the megabucks film sequel to the James Cameron original.

TERM

JUDG

THE A

The Terminator never forgets. This is bad luck if your name happens to be John Connor and you are the future saviour of the human race. See, in the year 1996 a nuclear strike is called by SkyNet, the American defence computer which figures the easiest way to save humans from themselves is just to kill them all now and have done with it. The survivors of the holocaust then faced a bitter war against SkyNet and its robotic minions. The human race was saved for the most part by the leadership of Mr Connor. However, in a last-ditch attempt to save its own diabolical

metamorphic

cause.

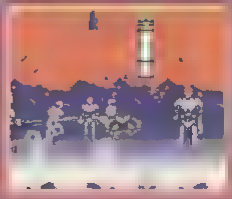
Luckily, the human resistance got wind of the

hased and reprogrammed Cyberdyne Systems

if you're lucky enough to own one.

COMMENT

Terminator 2 is about as good a conversion of the spectacular coin-op as could possibly be expected. The graphics of the arcade machine are impossible to reproduce on an Megadrive, but the programmers have had a darn good try and the results are none too bad. The sound is okay, the tunes are a bit dull, but there's plenty of crunchy death effects and some (dodgy) sampled speech. The gameplay is a little harder to define. With a joypad, the cursor is fast moving enough, but a little unwieldy. Also, as the cursor colours are the main colours used in all the futuristic levels (blue and red) it's easy to lose track of where you're firing exactly. However, with a Menacer things are completely different. Terminator 2 has got to be the greatest light gun game going, far superior to the average duck shooting or firing ranges. Terminator 2 is the sort of game which makes buying a light gun justifiable. If Sega sign up more titles like this (perhaps their own Line of Fire would be nice) and keep the standard up, the Menacer could be a big hit. However, joypad players should give this a miss.



REVIEW

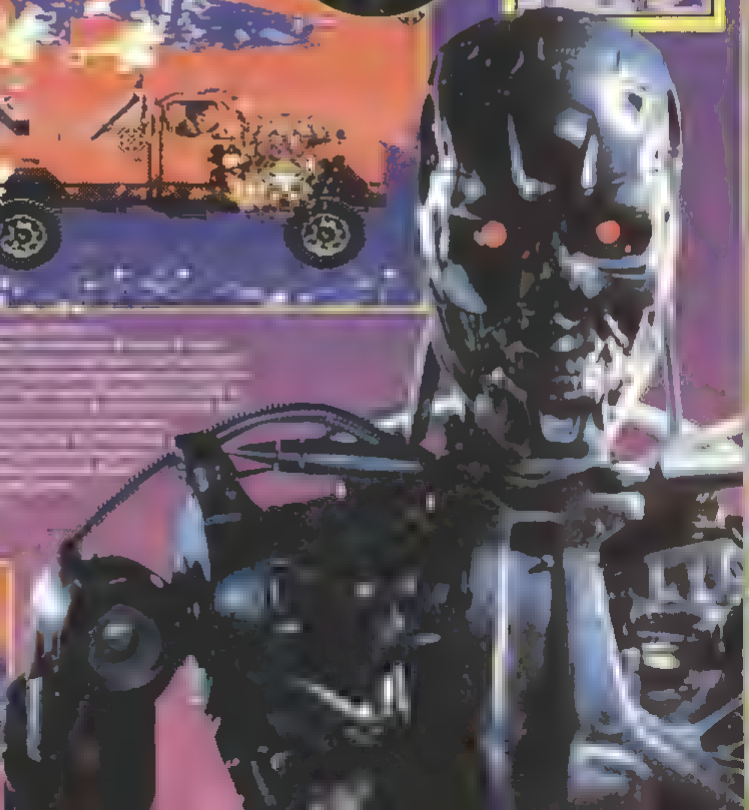
INATOR 2

MENT DAY

RCADE GAME

GO ON, RUN, SAVE YOURSELF

Fans of the T2 film (although of course no one under 15 will have seen it at all) will remember Arnie's solemn promise not to kill any humans. This oath is carried over into the game too. Should you accidentally kill any humans, there is a severe points penalty imposed upon you. So think once, think twice, think don't deliberately shoot up all the resistance just for fun.



around Cyberdyne Systems HQ.

▼ Mind the giant grinning endoskeleton, Marion.

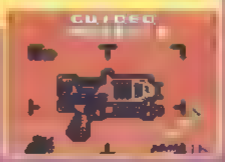
REVIEW

Yelnks! Doom obey for Arnie.

As a Terminator, you may be a bit hard, but against such overwhelming odds your rapid-fire machine gun won't keep you alive for long. The problem is it has a tendency to run down after prolonged periods of fire, leaving it with a pathetic fire rate. Not shooting for some time allows it to regenerate, but in the meantime you're a sitting target for the SkyNet forces. Fortunately, customising your gun is made easy by the many supply crates left lying around by the resistance. Shoot these and they reveal their contents in icon form. Shoot the icon and the power-up is yours. The goodies available are listed here:

RAPID FIRE RECHARGE: Recharges your weapon to full power. The most common power-up and very handy indeed in tight spots.
WEAPON COOLANT: Recharges your weapon and stops the weapon heating up so quickly, giving you more fire time before your shot rate dwindles.
PLASMA PULSE GENERATOR: Allows your weapon to shoot super-powerful plasma bolts for a short period of time.
SMART BOMB: Instantaneously destroys everything on screen when shot.
SHIELD: Protects from all attacks and damage for a limited period of time.
GUIDED MISSILES: Fire and Forget missiles with limited homing abilities and great destructive potential. Indispensable against Hunter/Killers and bosses.
COIN: Replenishes a certain amount of the energy of whomsoever shoots the coin.
T2 LOGO: Shoot this tiny joy bundle for an extra credit.
ROULETTE: This excellent icon randomly selects one of the following:

POWER-UPS
100000 POINTS: A large pontular sum is added to your score.
EXTRA POWER: The firepower of your gun is permanently boosted.
10 ROCKETS: Bestows on an extra 10 guided missiles upon your personage.
500000 POINTS: More points than you can shake a stick at are awarded to the lucky player.
SMART BOMB: Same effect as smart bomb icon.
SHIELD: Same effect as shield icon.
FULL RECHARGE: Recharges both your gun and your energy to full.



COMMENT

The graphics are very impressive and the sounds are decent too, but the game itself? Well, that depends on the control method used to play it. With a Menacer it's fairly tough (as long as you stand a reasonable distance from the screen) and it certainly proves to be addictive and thoroughly enjoyable - easily one of the best light gun games I've played! But with a joypad it's really boring. The on-screen sight makes it far too easy to blast the targets, and I finished the entire game on my first go! Doh! If you've got a Menacer, this is obviously a good buy. If you haven't, it's a goodbye.

PRESENTATION 91

Loads of digitised scenes from the film and great intro presentation. Nice options and control screens.

GRAPHICS 89

Smart sprites and backgrounds. It's all very atmospheric and reminiscent of the film.
Could do with a few different colours in there, no prizes when James Cameron realises.

SOUND 79

Loads of effects and samples that help to give you that something to think about.
Sadly, the tunes, effects and samples aren't really all that good, although they do their job.

PLAYABILITY 83

Fast and furious with the Menacer, with loads of things to blast up.
Keyboard players will be put off by the cumbersome and pretty inept control.

LASTABILITY 65

Two player mode adds excitement and as it has many substance the game will last some time, but eventually wears thin.
That said, it's pretty easy to complete.

OVERALL 75

The first real light gun game which has anything to offer. Menacer owners should definitely buy it, but joypadders should leave it alone.

What Mama
We're The
Best

Get The

INTO Your

THEY'RE BACK

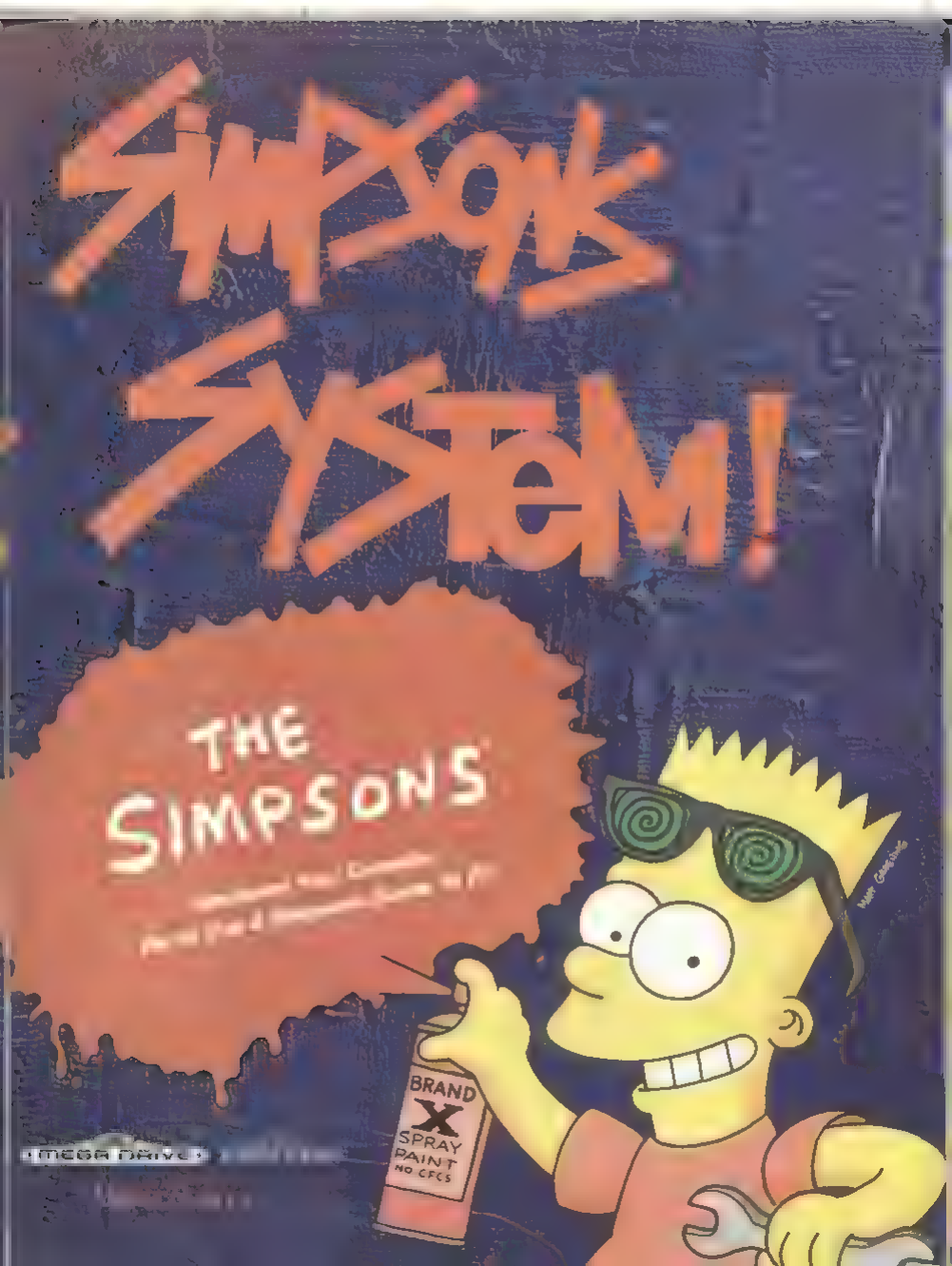
At only £8.99

The Simpsons on video, the hilarious "The Simpsons Christmas Special" and spine-chilling "Treehouse Of Horror," are now available to buy from all good video stockists. Awesome news dudes!

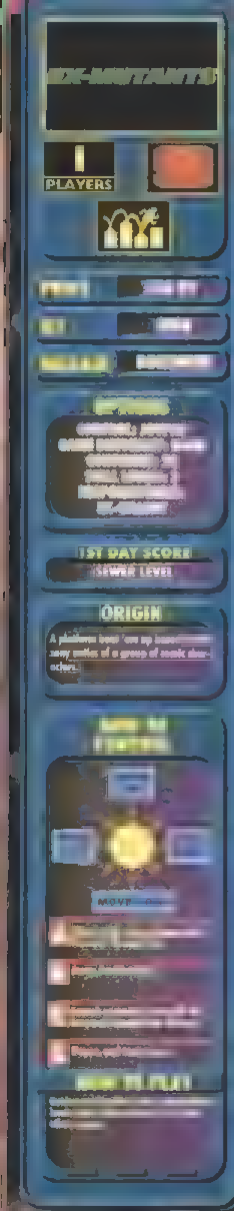
FLYING EDGE

A Division of Acclaim Entertainment, Inc.

SIMPSONS SYSTEM!

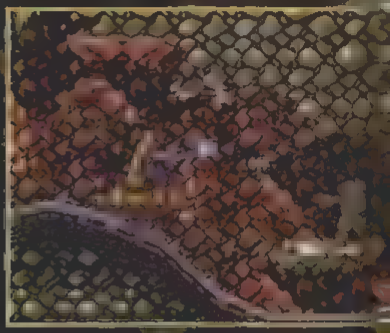


EX-MU



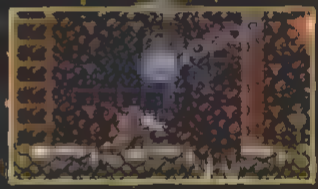
It's tough being a cyborg, just ask Professor [illegible]. He was programmed by his creators to redevelop an Earth shattered by biological and chemical weapons unleashed during World War III. This task involves reverting all the now-mutated population of the planet back to their original forms - easier said than done. Still, at least he has perfected a method by which to do this, and his experimentation on six subjects have proved more than successful. Now, his half-dozen combat-trained Ex-Mutant troops are on the evil mutant overlord known as Sluggo and his vile minions.

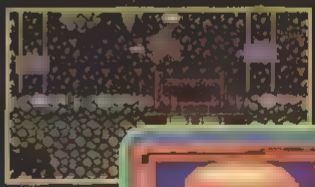
However, disaster has struck, with four of the team having been kidnapped by Sluggo whilst on a dangerous mission into enemy territory. It's now up to the remaining pair, Shannon and Ackroyd, to travel across the nine desolate wasteland levels, killing as many of Sluggo's cronies as possible, rescuing your teammates as you find them and hopefully putting a stop to the Sluggo menace once and for all.



GIVE 'EM A GOOD BOMBING

The Ex-Mutants are obviously taking no chances and are determined to get themselves as well tooled as possible. Along with their primary weapons, power-[illegible] Ackroyd and Shannon also have access to the secondary weapon of their choice from the following list:





GRENADES These hand-thrown projectiles explode on first contact.

BOUNCING BOMBS: A second-generation grenade, these explode only on contact with enemies, and bounce harmlessly off walls or floors.

LANDMINES: These stay put once dropped and explode only when trodden on by an enemy. Great for disposing of pesky mutants during chase.

EXPLOSIVE CHARGES: These time-bombs explode only once their short fuse has run out. Useless against foes, but great for blowing up doors, walls and floors.

HOMING ORBS: Although on paper more powerful than an ordinary one, the homing orbs track their foes relentlessly and explode only when they make contact.

Up to three of these weapons may be thrown at once, although they come in limited supply, with more items being needed to restock. Only one secondary weapon may be held at a time.

▲ Death from all angles for the key Ackroyd.

P-P-P-PICK UP A HUMAN

The budding Ex-Mutant player has a choice of two characters - Shannon or Ackroyd. Each character has [illegible]

REVIEW

TANTS

▲ Axe-ellent axe-tion from Ackroyd and his enemy.

ENLARGE YOUR WEAPON

Although Ackroyd and Shannon both start the game armed only with their hand weapons, they are able to pick up other handy weapons which fire alongside their regular devices, giving their attacks increased range. These weapons are lost when your character dies.

SHANNON

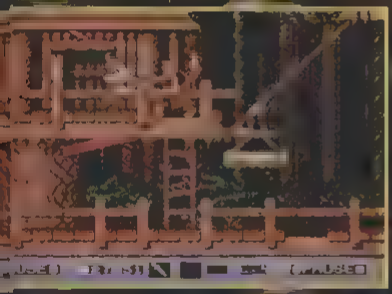
NUNCHAKU This icon allows Shannon to throw flail heads from her nunchaku. These are unpredictable, but reasonably powerful.

SHURIKEN Five of these fast-firing Ninja weapons shoot from Shannon's weapon once this icon is collected. Pretty powerful with a stable flight path, these are the far superior power-up.

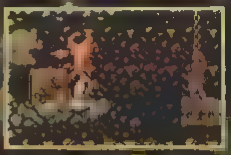
ACKROYD

THROWING AXES These fire in a similar way to Shannon's flail heads, arcing over enemies. However, they're very powerful and are extremely useful should you be able to get the hang of them.

DAGGERS Firing straight and true, the daggers are a good bet for accurate targeting, but they're fairly weak compared to the axes.



▲ Kwak village style fun here.



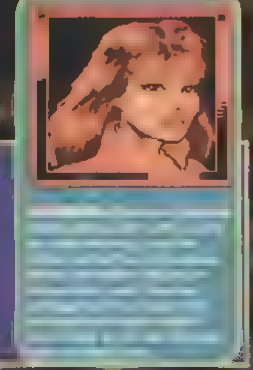
▲ Open the box! Take the money!

▲ Mind the bubbling pit of lava! Doofus, Merlon.

▲ The all-important battery.

COMMENT

Ex-Mutants will be most loved by those people who believe you don't have to be beautiful to be a benefit to society. The graphics are not so much bad as ropey, a little small and fuzzy, but (cliche coming) they do their job. The game itself is a lot more fun than the look suggests. The levels are big, and filled with surprises, and the game doesn't appear to take itself to seriously - circular saws indeed. It's tough enough to provide some value, even with all those continues. Looking closely, you see some of the bosses and traps are inspired by Konami's Castlevania series. One feature, that doesn't cost much in memory space, is the complex story-board which intersperses the levels. This shows the programmer's attempt to give the game some individual character, which is hard enough given that it's basically an amalgam of umpteen platform games. Ultimately, it's not the best at anything, but far from the worst of all.



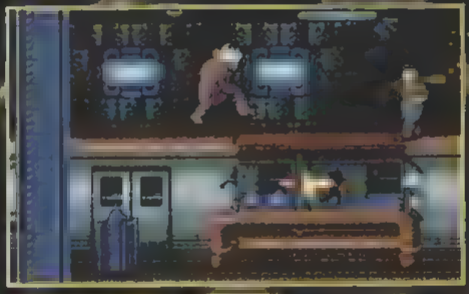
REVIEW

COMMENT

Ex-Mutants rather plain looks belie its fantastic playability The sprites are pretty feeble all round, ranging from rather poor main sprites to some, quite frankly, crap bosses. Still, that matters not a jot. Not even the dull tunes make a difference, although they're barely audible over the fairly good effects anyway. Ex-Mutants is a fast and responsive platform beat 'em up with loads going for it. There's always something going on and there's constantly millions of things to kill rushing on-screen. The sprawling layout of the levels means there's plenty to explore on your way to the exit, not forgetting to pick up that all-important power cell on the way. Not only is Ex-Mutants highly playable, but it's rock hard too! Even with the large number of continues (although thankfully they are limited) it should takes ages to complete. Even once you have beaten it, Ex-Mutants is the kind of game you'll keep on playing just because it's such a laugh. If you're despairing of the current state of Megadrive difficulty levels, grab a copy of Ex-Mutants most speedily.

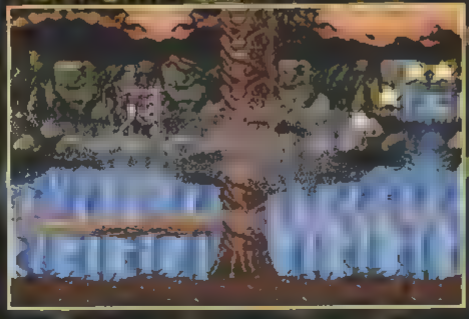
GONZALES CAPERS AHOY

At three points during the game, the player is whisked off to a speed level. Here, their Ex-Mutant is seen riding some high-velocity object. The first speed stage sees your hapless hero on a bumpy mine cart ride, with falling [illegible] along with enemies [illegible] of course. The second stage is on a floating leg [illegible] down river, with a number of aquatic enemies for the destroying . The third and final speed stage is set on the top of a speeding subway train. Along with the myriad of hazards and enemies to battle, the tunnel also has a dangerous radioactive level, so your character has to reach the front of the train before they are fatally irradiated!



▲ This tube vandalism's gonna hit 'em.

▼ Ride the log, ride the log you fool.



ICON TINA TURNER

Weapons and more weapons aren't the only things the Ex-Mutants grab on their journey into fear There is also an assortment of non massacre related iconery to find Take a butchers at these

BATTERY Professor Kildare urgently requires these to function One is concealed in every level and you may not move on to the next stage until you have found it
1-UP A luvverly extra life for the fortunate Ex-Mutant who grabs this
FOOD Refills the life gauge by two whole units Mmmm
HEART Completely refills your character's life gauge
EXTEND Increases the maximum capacity of your life gauge by a magnificent two units, although it doesn't heal any damage
COINS Worth 250 points ap ece Collecting 100 coins yields an extra life and 2500 points All coins are lost when you lose a life though
BAG OF COINS Contains a pa try ten coins
STAR 500 point bonus
DIAMOND 1000 point bonus

PRESENTATION 93

A bunch of options, levels and bonuses galore, with diagrams of mission info and layout.
▼ Jerky scrolling and [illegible] in parts flipping annoying.

GRAPHICS 84

A good background and colourful characters and animation.
▼ The sprites [illegible] and [illegible] sometimes.

SOUND 72

▲ The effects are good and there's loads of speech which often crops up during the game.
▼ The music is too quiet, too dull and too repetitive.

PLAYABILITY 84

▲ The game is very smooth, easily controllable and the action comes thick and fast.
▼ It's not as original as it could have been.

LASTABILITY 85

▲ There's also lots and tough levels to keep you going, and even then it's possible to choose your own level to start from.

OVERALL 85

A great game which is, for once, enhanced by its difficulty level – priority purchase.

★KRAZY KONSOLES ★ YOU'D BE KRAZY NOT TO CALL!! ★

MEGA DRIVE

Alien 3	£33
Arch Rivals	£29
Aquabatic Games	£29
Atomic Runner	£32
Bart Vs Space Mutants	£29
Batman Returns	£35
Buck Rogers	£32
Bulls Vs Lakers	£37
California Games	£27
Captain America	£34
Chester Cheetah	£35
Chuck Rock	£34
Corporation	£37
Dark Castle	£19
Desert Strike	£32
Death Duel	£43
Dragon's Fury	£32
Dungeons & Dragons	£39
Euro Club Soccer	£34
F22 Interceptor	£29
Gadget Twins	£39
Ghouls & Ghosts	£27
Gods	£35
Golden Axe	£31
Green Dog	£29
Hockey (EA/NHL	£28
Hockey NHLPA 93	£35
Immortal	£31
Indiana Jones	£36
J. Capriati Tennis	£33
John Madden 92	£27
John Madden 93	£37
Jordan Vs Bird	£25
Krusty's Funhouse	£33
Lemmings	£34
LHX Attack Chopper	£36
Lotus Turbo Challenge	£37
Marble Madness	£28
Moonwalker	£22
Ms Pacman	£26
PGA Tour Golf	£31
Pitfighter	£33
Populous	£27
Predator 2	£32
Rambo III	£25
RBI Baseball 4	£36
Risky Woods	£36
Road Rash	£29
Robocod (J Pond II)	£27
Rolling Thunder 2	£35
Side Pocket Pool	£32
Smash TV	£32
Speedball 2	£35
Splatterhouse 2	£33
Super High Impact	£33
Tazmania	£32
Terminator	£32
T2 Judgement Day	£37
T2 Arcade	£37
TMNT Turtles	£37
Twisted Flipper	£34
Top Gear 2	£35
Winter Challenge	£28
Wonderboy 5	£36
WWF Wrestlemania	£35

MEGA-CD PLUS 2 GAMES
Mega CD-Rom (Pal/Scart)
ONLY.....£275

CD SO...

Sol Feace	£ 42
Earnest Evans	£ 34
Prince of Persia	£ 34
Thunder Storm FX	£ 42
Wonderdog	£ 34
Black Hole Assault	£ 34
Ranma 3	£ 34
Super Aleste	£ 36
Afterburner II	£ 4
Final Fight	£ 4
SUPER SONIC	£ 4

MEGA DRIVE

MEGADRIVE PAL TV VERSION TAKES ALL CARTS ENGLISH INSTRUCTIONS ALL LEADS POWER SUPPLY & JOYPAD
ONLY ..£95
PLUS SONIC £114

JAP SOFTWARE

Alien Storm	£19
Alisia Dragoon	£27
Arrow Flash	£15
Bad Omen	£27
Bare Knuckle	£19
Bare Knuckle I	£19
Chase HQ	£39
Crude Buster	£31
Crying Bio Fighter	£24
D Robinsons Court	£24
Donald Duck	£19
Dynamite Duke	£19
Fighting Masters	£31
Golden Axe I	£23
Grey Lancer	£33
EWSAT	£15
Gynoug	£17
Hellfire	£19
Jewel Master	£15
Kid Chameleon	£27
Magica Hat	£15
MERCS	£23
Metal Fang	£31
Mickey Mouse COLL	£22
Midnight Resistance	£23
Ninja Gaiden	£35
Olympic Gold	£27
Pitfighter	£29
Populous	£22
Road Blasters	£21
Steel Empire	£29
SONIC 2	£35
Stormlord	£17
Strider	£23
Super Monaco GP2	£33
Thunderforce V	£35
Trouble Shooter	£27
Twinkle Tale	£19
Wonderboy 3	£16
World of Illusion	Call

MEGA ACCESSORIES

Sega Joypad	£13
Turbo Joypad	£15
Power Supply	For
Megadrive/Gamegear	£9

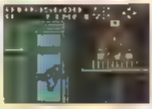
International Magazines

Megadrive Beep	£5
EGM (USA) Mag	£3.25
ELECTRIC BRAIN	£ 50

JAPANESE ADAPTOR
Allows use of Jap Games on a UK Megadrive
Top Quality.....£8

NEW GAMES ARRIVING DAILY IF YOU CAN T SEE IT - CALL

KRAZY KONSOLES
P O BOX 200
H A L I F A X
WEST YORKSHIRE
H X 1 3 L Y
TEL. 0422 342 901
OFFICE HOURS MON TO SAT 9-5.30PM
CLOSED THURSDAY AM/A STOCK TAKING
TEL. 0422 367 730
EVENINGS 5.30 10PM
& ALL DAY SUNDAY



...SUPER GAME FOR NEXT DAY DELIVERY - MACHINES £10 EXTRA COURIER CALL

OVER 15,000 SATISFIED CUSTOMERS

PLEASE CALL FOR AVAILABILITY BEFORE ORDERING!!

HARTSCROFT

TEL: 081 656 6006

65 SPRING PARK ROAD SHIRLEY, CROYDON CRO 5EL
(JUST OFF WICKHAM ROAD)
115 HIGH STREET, WEST WICKHAM, KENT
TEL: 081 777 8777
OPENING HOURS
MONDAY - FRIDAY 10AM - 5.30PM
SATURDAYS 9.30 AM - 6.30 PM
CLOSED ALL DAY WEDNESDAY

Nintendo
GAME GEAR Handheld
NINTENDO GAMEBOY
LYNX
SEGA MASTER SYSTEM
SEGA

SECOND HAND GAMES AND MACHINES AVAILABLE
PLEASE RING FOR RELEASES AND PRICE LIST
MAIL ORDER
PLEASE MAKE CHEQUES AND PO'S TO
"HARTSCROFT"
P&P GAMES £1 . P&P MACHINES £350
FAST DELIVERY

BORED WITH YOUR OLD GAMES? _____
CAN T AFFORD TO BUY NEW ONES? _____
NO NEED TO SPEND £30 - £40 _____
JUST SPEND £3 45 PER GAME INC. 1ST CLASS POSTAGE AT

SUPERSWAP

Send your Game & Instructions with your 1st/2nd/3rd/4th choice swap & a cheque or postal order for £3.45 per game with your name and address to
SUPERSWAP, P O BOX 148 STOCKPORT, CHESHIRE SK2 6EJ. TEL: 061-419 9808 (Office Hours 10.30am - 5.30pm) MON-FRI

SEGA — NINTENDO — CARTRIDGES ONLY

WIN A SUPER FAMICOM
0891 888 632

WIN STREETFIGHTER II
0891 888 617

WIN A GAME BOY & GAMES
0891 888 691

WIN A SEGA MEGADRIVE
0891 888 635

WIN WRESTLING VIDEOS
0891 888 649
WIN MADONNA'S NEW BOOK
0891 888 697
WIN SONIC 2
0891 888 624

WIN AN AMIGA A500

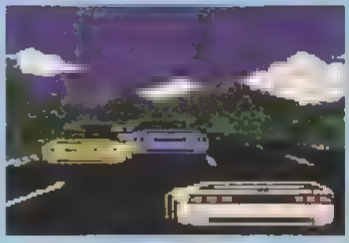
If you are under 18 years of age please obtain permission of whoever pays the phone bill
PARLEY, P.O. Box 29 Manchester M2 Calls charged at 36p/min cheap, 48p/min all other times

TURBO CHALLENGE

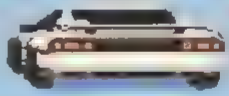
So, you fancy driving not one, but TWO of the flashiest sports cars available today do you eh? Well, unless you're an extremely lucky journalist invited up to Norwich to visit the Lotus test track, you'll just have to make do with this game.

Based around the Lotus Turbo Esprit and the Lotus Elan, this cart enables you to drive through eight different levels, up against a strict time limit. The idea isn't to come first, as you expect from a race game. Instead you just have to keep one step (or second) ahead of the time limit and reach the final checkpoint.

The Lotus authorities haven't made it easy though. Standing between you and victory are fleets of other Lotus cars anxious to claim the prize, along with massive roadside obstacles just dying for you to crash into them. Adding to the misery are the different weather conditions that affect your driving. Look out for fog, rain and snow. Perhaps then you'd like to drive on a desert or on two-way interstate traffic or even in the middle of the night! Whatever your driving nightmare it's here in Lotus Turbo Challenge and then some.

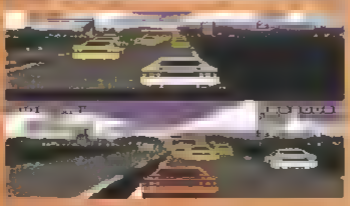


Dense traffic ahead: be warned!



Night-time driving is especially hazardous...

INTERSTATE TOMFOOLERY



Here you've got even more in the way of problems than usual. As well as dealing with the cars going in the same direction as you, you also have to deal with an extra carriageway of traffic travelling in the opposite direction!

DESERT STRIKE

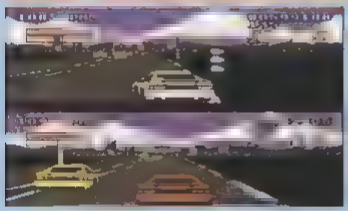
At the desert stages of the game the Lotus handling is tested to its limits as you power through miles of sand related territory. Actually this is quite a simple terrain. Just keep on the road to avoid the sand!

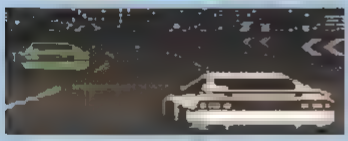
Dual lane interstate action.

ONE TWO PLAYER GAME

A single screen is used to depict the one-player version of the game. In two-player mode, the screen splits and players can race one another!

IT'S BETTER WITH ANOTHER PERSON





Lotus Turbo Challenge can be played with either one or two players. In the latter mode, the screen is split, with each player's antics occupying a mini-screen. Unbelievably the action doesn't slow down at all, even at top speed with loads of other cars on screen!

▲ Two-player action as the Elans take to the desert! High speed action guaranteed!

FOG FRENZY

Visibility is extremely limited on this tough level, meaning that powering into the corners is made very difficult because you haven't much warning of when they'll turn up! Luckily you can still see cars from quite a distance.

SNOWY SHENANIGAN

The snow level is a real test of your driving skills as the terrain tends to send you sliding off the road. The biggest problem here is that you tend to over-steer. Be careful!

COMMENT

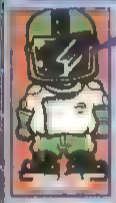
The graphics are a bit rough around the edges and the sound certainly isn't the greatest, but Lotus Turbo Challenge certainly dishes up plenty of high-speed thrills and spills with its superb playability. It's fun and fairly challenging with one player, with plenty of different, very varied courses, but it really comes into its own with two players. There's plenty of potential for panel-bashing, cutting up and tailgating - my favourite tactic is letting someone get up close behind me before slamming on the brakes - I seem forward while my opponent gets left behind. Wheee! And like all really good two-player games it doesn't get boring. The thrill is in the race with the other player and not necessarily beating the game, and because of this, Lotus Turbo Challenge offers months and months of highly enjoyable and addictive racing mayhem. It might not have the all round brilliance and superlative single-player action of Road Rash II, but I think its two-player mode is better - so buy Lotus if you've got lots of mates to race and Road Rash II if you're a solo speed psyche.

REVIEW

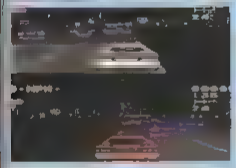
Check out the full technical specification of both the Lotus Turbo Esprit and the Lotus Elan! The Esprit is a lot faster...

JULIAN'S VIEW

I definitely agree with Jon on this one. Lotus Turbo Challenge isn't half as pretty as say, Road Rash, and the sound is very sad indeed. However, it's gameplay that is all-important and in this department, Lotus scores very highly. In one-player mode, it's a great laugh and extremely challenging. The two-player mode makes the game all the better. Not only are you racing against an unpredictable opponent, you're also up against some near-impossible time limits too - excitement guaranteed! Jon and I spent loads of time working our way through the levels and really enjoyed every minute of it. I think that sense of fast excitement is lacking in the one-player mode, so if you're a solo player try out Road Rash II or Super Monaco GP II before checking this out. If you've got a mate who's willing to play, definitely buy Lotus Turbo Challenge.



Yet more **dusk-related** tomfoolery



HAVING IT DONE OR DOING IT YOURSELF

In Lotus Turbo Challenge, you're able to choose between a manual or automatic gearbox. The auto transmission lets you concentrate on your driving while the computer takes control of the gear shift. Using the manual option, you should be able to better the autosh ft's acce erat on.

MARSH-MALLOW

One of the worst levels in the game. The road is surrounded by marsh and and occasionally the road dips under water! Look out for those jumps!

NIGHT RIDER

It's time to turn on those headlights as you enter the night race of Lotus Turbo Challenge. As far as gameplay goes, this level plays very similarly to the fog level of the game. Essentially visibility is limited making up coming corners very difficult to spot. Ouch.

PRESENTATION 88

A password feature and some pretty screens help liven up the game no end...

▽But there is just much in the way of options to change in-game parameters.

GRAPHICS 79

A The graphics are animated pretty well and the 3D update is, for the most part, quite convincing.

▽The sprites look a tad rough and the backdrops seem quite blocky for the Megadrive.

SOUND 65

▽Speech has been used in Lotus Turbo Challenge is quite poor indeed. The speech is bit sad, the music barely exists and the sound effects unbelievable.

PLAYABILITY 88

A Brilliant, challenging fun! In many ways it reminds me of a simple, overhead racing game from the Commodore 64 days, but in a good way.

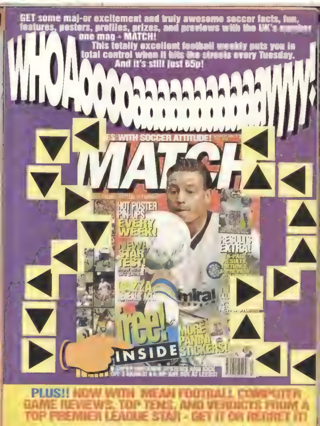
LASTABILITY 81

A The two-player mode keeps you coming back again and again for a bash, even months after purchase.

▽Unfortunately, there are not many tracks which might detract a bit from it.

OVERALL 84

Lotus Turbo Challenge is an excellent road racer, packed with high-speed jopery and is particularly fun with two players at the controls.


GET some maj-or excitement and truly awesome soccer facts, fun, features, posters, profiles, prizes, and previews with the UK's number one mag - MATCH!
This totally excellent football weekly puts you in total control when it hits the streets every Tuesday.
And it's still just 65p!
WHOAooooaaaaaaaaaaayyy!
WITH SOCCER ATTITUDE!
MATCH
HOT POSTER PIN-UPS EVERY WEEK!
NEW! STAR TEST!
RESULTS EXTRA!
free!
INSIDE
MORE PANINI STICKERS!
PLUS!! NOW WITH MEAN FOOTBALL COMPUTER GAME REVIEWS, TOP TENS, AND VERDICTS FROM A TOP PREMIER LEAGUE STAR - GET IT OR REGRET IT!

REVIEW

1 PLAYERS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 4
RESPONSIVESS: EXCELLENT
GAME DIFFICULTY: MEDIUM

Lemmings started on 16-bit computers, and was subsequently converted to 16-bit consoles, before arriving on the Master System.

1 NO FUNCTION

2 Used to select a Lemming, or to choose a job from the strip

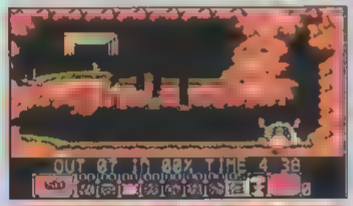
Guide the Lemmings home. Explore them overcome the various hazards that litter them.

MM SEGA

Lemmings

There is a race of well-known creatures, distinguished by their complete lack of intelligence and ingenuity, who can only follow the person in front, whatever the consequences are for themselves. But enough of our trailing magazine rivals, let's talk about Lemmings!

The Lemmings have invaded just about every games system, the Master System being the latest Sega have lovingly recreated all the 100 levels of their original wacky world with all its attendant dangers. Cliffs, acid baths, fire, and walls stand before the green ones and their goal. As they trek onward the player has the onerous task of guiding and protecting them, by employing their skills wisely. But where are the Lemmings ultimately heading? Who knows? Who cares?



COMMENT

I'm going slightly mad. They're coming to take me away ha ha etc... And if you're not after playing this infuriating cart for a few hours you're either a liar or a smartass in which case, you're probably loathed by everyone anyway and not worth worrying about. Having said that, this is a classic conversion. Hair-tearingly frustrating but so much fun you'll be hooked as surely as a trout in a puddle being fished by a dozen anglers. Graphically superb without a hint of flicker or slow-down no matter how many critters are on-screen. It sounds great with rousing tunes and digitised speech to cheer you up as you fling yourself from the nearest window through sheer frustration. There's plenty to keep you going with different levels according to the difficulty setting. As with all formats of the game, my fave bit is when you nuke the moronic mammals when things get too tough. This is an admirable conversion and a nigh on necessary buy. Don't miss it.

OAP lemmings do the pension day dash.

BIG JOBS AND LITTLE ONES

Every Lemming plays its part in existence. When they fall into [illegible] but walk back and [illegible] and your [illegible] any of the following eight characters:

[illegible] in a downward style.

BOMBER
A job for harmless Lem[illegible]. Bombers explode after a five-second countdown.

[illegible] for vaulting gaps and climbing steps.

DIGGER
These are useful for digging sloping trenches, to reach lower levels. Sadly the economic case against their jobs is irreparable...

BASHER
Bashers lash out, knocking a path through most substances...

FLOATER
This Lemming [illegible] steep inclines and sheer walls.

BOMBER
With his umbrella, a floater [illegible] any distance and survives.

BLOCKER
A blocker has the [illegible] Lemmings [illegible]

COMMENT

I am mightily impressed by Master System Lemmings. What was originally seen as a revolutionary game, only for the advanced power of 16-Bit machines, has exploded onto this humble 8-bit system. Look, stock and bloody barrel! The graphics, sound and gameplay are as near to the original as dammit, leaving you gasping at the achievement. Someone has found a way to get tons of sprites onto the Master System at one time, and all of them fully-animated. Despite the brilliant graphics and funky tunes, it's the gameplay I'm most excited with. The amazing playability of Lemmings is intact here. In fact, the faster cursor and scrolling improve on even the Super NES! The only omission, understandably, is the two-player mode. This was great fun, but Master System Lemmings happily stands as a classic without it. What MS owners should concentrate on is having 100 levels of innovative, frantic action within their grasp.

Lemmings foiled by garden trellis!

HAZARD COUNTY

Lemm
For c
of l
happily shrinks unless you place a blocker.
Level
of hell, with a long climb needed to reach heaven. Other perils include bottomless pits, and lakes of doom.

PRESENTATION 90

△The password system, and the professional manner of Lemmings remains intact.
▽Sad, but inevitable disappearance of two-player mode.

GRAPHICS 95

△Remarkable and varied sprites, colourful scenery, funny animation and characterisation.

SOUND 94

△Effective... just loads of memorable spooch to start to annoy you.

PLAYABILITY 94

△Possibly addictive, working one save you from the spell of Lemmings.
▽The new, simplified control set-up needs a little re-adjustment.

LASTABILITY 91

△100 screaming levels, tons of strategies, and insanely increasing difficulty.

OVERALL 95

A fantastic and laudable conversion. While this game has its limitations, it's still a must for every purchaser.

ARCADE SOFTWARE

87-90 SHOPPING HALL MYRTLE ROAD, EAST HAM, LONDON. E.6.

TEL:	081 470 4313
FAX:	081 471 8900
EVENINGS 7PM - MIDNIGHT	0831 193630
SUNDAY 10AM - MIDNIGHT	0831 193630

VISA ACCESS & VISA TAKEN

SHOP PRICES WILL VARY

SEGA MEGADRIVE

JOHN MADDENS 92	29.99
F22	29.99
ROBOCOP	23.99
DESERT STRIKE	26.99
PGA GOLF	26.99
EA HOCKEY	28.99
BUCK ROGERS	29.99
SPIDERMAN	29.99
TAZMANIA	33.99
DOUBLE DRAGON	26.99
ROAD RASH	26.99
PREDATOR II	33.99
LEMMING	33.99
SMASH TV	33.99
EUROPEAN CLUB SOCCER	33.99
CAPRIAT TENNIS	33.99
BULLS VS LAKERS	33.99
SUPER HIGH IMPACT	33.99
CORPORATION	33.99
KR STEVEN HOUSE	33.99
BART SIMPSON	33.99
EASN TEAM BASKTBA	26.99
DRAGONS FURY	33.99
AQUATIC GAMES	29.99
THE GA JHAD	33.99
CAPTAIN AMERICA	33.99
BATMAN RETURNS	33.99
LHX ATTACK CHOPPER	33.99
TALESPIN	33.99
CHAMPIONSHIP BOWLING	33.99
RAMPART	33.99
WWF CHI	33.99
SUPER BATTLE TANK	33.99
MICRO MACHINES	33.99
WWF WRESTLEMANIA	33.99
MICROS	33.99
THE FOREVER MAN	33.99
YOUNG INDIANA JONES	33.99
SONIC 2	33.99
JOHN MADDEN 93	33.99
ROAD RASH 2	33.99
SUPERMAN	33.99
T2 ARCADE GAME	33.99
ROAD RIOT	33.99

ADD £1 P&P

WE ALSO STOCK A LARGE RANGE OF SECOND HAND GAMES

SEGA MEGADRIVE

AMERICAN GLADIATORS	33.99
THE FLINTSTONES	33.99
STREETS OF RAGE 2	34.99
X-MEN	33.99
MICKEY & DONALD	34.99
CHASE HQ	33.99
NINJA GAIDEN	33.99
POWER ATHLETE	33.99
G-LOC	33.99
GOLDEN AXE 3	33.99
GAUNTLET 2	33.99
SUPER SHINOBI 2	33.99
HIT THE ICE	33.99
NINJA WARRIORS	33.99
PRINCE OF PERSIA	33.99
CRUE BALL	33.99
BODS	33.99
SPEEDBALL 2	34.99
LOTUS TURBO CHALLENGE	34.99
ALIEN 3	33.99
EASN ICE HOCKEY 93	33.99
GADGET TWINS	37.99
LITTLE MERMAID	33.99
DUNGEONS & DRAGONS	36.99

GAME GEAR

TAZMANIA	23.99
ALIEN 3	23.99
BATMAN II	23.99
LITTLE MERMAID	23.99
PRINCE OF PERSIA	23.99
SONIC 2	23.99
STREETS OF RAGE	23.99
T2 ARCADE	23.99
BATMAN RETURNS	23.99
INDIANA JONES	23.99
BATTERY RECHARGER PACK	29.99

WANTED USED GAMES BEST PRICES PAID

JAP SEGA MEGADRIVE + SONIC £105 + £5 P&P

CM CITY CONSOLES

BRINGING TO YOU THE SPECIALIST TOUCH TO ALL YOUR...

& SEGA

HARDWARE, SOFTWARE & ACCESSORY REQUIREMENTS. THE WIDEST RANGE OF TITLES AND ADD ONS & ACCESSORIES ALWAYS IN STOCK FOR 8 BIT 16 BIT & HANDHELD MACHINES. WE PAYS TO SPEAK TO THE EXPERTS

SEGA MEGADRIVE INC SONIC OR OLYMPIC GOLD + CONTROL PAD £119.95

Arcade Power	34.99
Fantastic	
Stealth	
Pro	
Turbo Pad	3.99
Jap Convert	
Scart	
MD	
Lightgun	
Remote	
Joypad	
Joystick	
8th Base	
NHLPA Hockey	
Aero	
Predator 2	
Side Pocket	

JAP SEGA MEGADRIVE INC SONIC + JAP PSU & CONTROL PAD £109.95

Arcade Power Basketball	34.99
Aquatic Games	
Back to the Future III	
Turbo Pad	
Convertor	
Scart	
Pro Fighter	
Lightgun	
Joystick	

JAP MEGADRIVE INC CONTROL PAD & PSU £99.00

THE FOLLOWING GAMES ARE 30.99 EACH

Arnold Palmer Golf, Boxing, Bart Simpson vs Space Mutants, David Robinson's Basketball, Jordans vs Bird, John Madden 92, Joe Montana 2, Ayrton Senna's Super Monaco GP 2, Hockey, Desert Strike, Road Rash

THE FOLLOWING GAMES ARE 29.99 EACH

Back to the Future III, Two Crude Dudes, Super Monaco GP, Golden Axe, Ex-Mutants, Fantasia, Mario Lemieux, Olympic Gold, Double Dragon 2, Super Hang On, Shinobi, Populous, Arnold Palmer Golf, Atomic Runner, Bonanza Bros, Rolling Thunder 2, Super Real Basketball, Super Thunderblade, Super Volleyball, Super Kick Off, Super Off Road, Super Hydlide, Super Space Invaders, Super Fantasy Zone, Super Wonderboy, Super Golf, Super Darius, Super Hang On, Super Monaco GP, Super Real Basketball, Super Thunderblade, Super Volleyball, Super Kick Off, Super Off Road, Super Hydlide, Super Space Invaders, Super Fantasy Zone, Super Wonderboy, Super Golf, Super Darius

VISIT OUR SHOWROOM AT

CM CITY LTD UNIT 2

THE SHOPPING MALL, 46 GEORGE LANE

SOUTH WOODFORD LONDON E18 next to S Woodford tube,

Tel. 081 532 9324 Fax 081 989 3103 Mobile 0860 517710

Blackbush Sunday Market, Blackbush Airfield

Wembley Sunday Market, Wembley Stadium

AMS

WE OFFER A "TREASURE CHEST" OF TITLES

ALIEN 3	34.99
AMERICAN GLADIATORS	36.99
BATMAN RETURNS	34.99
BULLS VS LAKERS	34.99
BOND 007 THE DUEL	34.99
CAPTAIN AMERICA	34.99
CHUCK ROCK	34.99
CORPORATION	34.99
DRAGONS FURY	34.99
DEATH DUEL	37.99
DESERT STRIKE	CALL
DUNGEONS & DRAGONS	37.99
"FLINTSTONES"	37.99
GALLAHAD	CALL
GODS	37.99
EA NHLPA HOCKEY	37.99
EURO CLUB SOCCER	34.99
GADGET TWINS	CALL
GREENDOG	34.99
JAPAN TENNIS	34.99
JOHN MADDEN 92	34.99
KRUSTYS FUN HOUSE	34.99
LOTUS TURBO	34.99
MARIO LEMIEUX	CALL
MICKEY & DONALD	34.99
MICRO MACHINES	34.99
MUHAMMAD ALI BOXING	CALL
NHLPA HOCKEY 93	34.99
PGA GOLF 2	34.99
PREDATOR II	34.99
PRINCE OF PERSIA	34.99
QUACKSHOT	34.99
RAMPART	34.99
ROAD RASH 2	34.99
ROBOCOP 3	34.99
SHADOW OF THE BEAST 2	34.99
SHADOW DANCER	34.99
SONIC 2	34.99
SPEEDBALL 2	34.99
SUPER KICK OFF	34.99
SUPER MONACO GP 2	39.99
SUPER OFF ROAD	CALL
SUPER REAL BASKETBALL	34.99
SUPERMAN	37.99
T2 ARCADE GAME	CALL
TALESPIN	34.99
TAZMANIA	34.99
TECHNO CLASH	34.99
THUNDERFORCE IV	34.99
TWO CRUDE DUDES	34.99
WORLD OF ILLUSION	34.99
WRESTLEMANIA	37.99
WWF WRESTLEMANIA	37.99

LOOK ALL GAMES ARE NEW! HURRY WHILE STOCKS LAST FOR SPECIAL OFFER GAMES BE QUICK **LOOK**

Chessmaster, Donald Duck, Fantasy Zone, Fatal Rewind, Ghouls 'n Ghosts, Hatley Wars, Leaderboard, Mickey Mouse, Pac Man, Spider-Man, Tetris, Wimbledon, Xenon, Zany Golf, Zero Wing

As Better GG Aleste, Sonic Hedgehog, Super Monaco GP, Off Road £27.95 each

MANY OTHER TITLES AVAILABLE FOR MEGADRIVE GAMEGEAR SNES GAMEBOY NES

Inc Sonic PSU, RF lead, 2 joypad = £129.95

Inc Super Mario PSU, RF lead, 2 joypads, Lightgun & Game = £149.95

SEGA MASTER SYSTEM 2 inc joypads & GAME = £79.95

SEGA MASTER SYSTEM ADAPTOR = £29.95

2 joypads = £14.95

All games available for this machine

STREET FIGHTER 2

SENSATIONAL SOFTWARE SENSATIONAL PRICES

Games marked * may not be immediately in stock due to demand & release dates. Please call to reserve, and/or confirm availability. Thank you.

Please send cheques & Postal Orders payable to:

'AMS ELECTRONIC GAMES'

and post to: AMS GAMES, DEPT MS, 140B DEANS LANE, EDGWARE, MIDDLESEX, HA8 9NY

ALL PRICES INCLUDE P&P. GAMES SENT BY RECORDED DELIVERY.

Please add £4.00 per VAT P&P to Europe

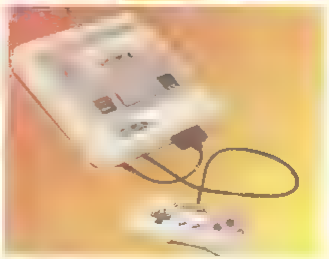
WIN SEGA MEGADRIVE

MEGA PRIZES

WIN A SEGA MEGADRIVE *PLUS* £200 WORTH OF GAMES!!! CALL 0839 99 44 60

WIN THE BEST TEN NINTENDO OR SEGA GAMES (ALL SYSTEMS) JUST CALL 0839 99 44 63 NOW!

WIN A NINTENDO GAMEBOY CALL 0839 99 44 61



WIN A SUPER NINTENDO

CALL 0839 99 44 62

Call Charges: Calls are charged at 36p per min cheap rate and 48p per min all other times. Make sure you ask your parents permission before you call. Maximum call cost £2.4... max... length 5 mins. Multiple choice competition. For further information & list of previous prize winners write to Awesome PO Box 1650 B1 1AA. ...tendo, Master System, Gameboy, Super Nintendo, Sega, Sega Megadrive are a registered trademarks of their respective companies. We are not related to or ...

1-2 PLAYERS

OPTIONS

HOW TO CONTROL

HOW TO PLAY

Ask your parents about wrestling and they'll tell you fondly (or otherwise) about Dickie Davis, World of Sport on Saturday afternoons and old women eating pork scratchings in the front row - yelling for blood to be spilt between each mouthful. Everyone had northern accents and beer bellies, and most wore executioner's face masks and nylon leotards (with piping).

Now it's so different. Wrestling has gone Hollywood in a big way, and suddenly the wrestlers are teen heroes again. You can see the similarities - the costumes, the complete nutters involved, and all the grunts. But now we are gripped by Wrestlemania, and it seems there's a new pazz to the canvas ring.

Now's your chance to get a slice of knee-rending action with Acclaim's 8-man circus on the [illegible]. Play any of the heroes (or villains) pictured [illegible] but watch that dicky elbow, ooyah!

◀ *Schyster punishes Savage severely for flagrant* [illegible]

GRAPPLE WITH YOUR CONSCIENCE

[illegible] with a few kicks to the head and stomach - to make [illegible] have to press their buttons quickly to gain control.

[illegible] either to head-but your foe, toss him with a back-breaker - or threw him out the ring.

WHEN HIT A WALL...

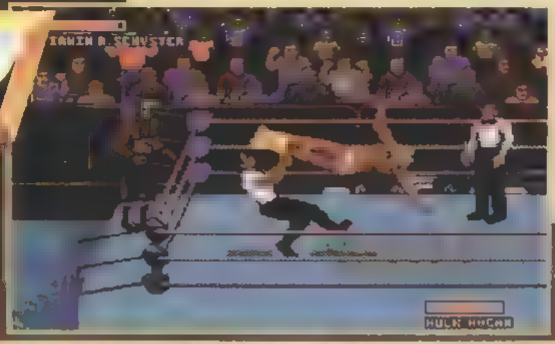
[illegible] bounces of the ropes!

Erk, those feathered boots look nice, but they're so impractical.

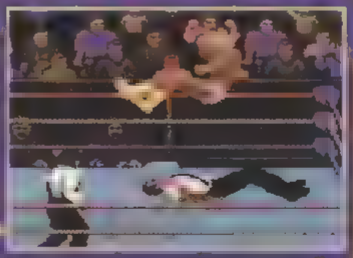
REVIEW

★★★★★TAG NUTTERS★★★★★

One of the best wrestling laughs is a tag event - when each player selects two characters each. It only takes one pin to end the match, but weakened players may have a breather by 'tagging' their ally who waits ringside. The move is activated by A and B pressed together. Although it's illegal for both members of the team to be in the ring at once, the rules occasionally are bent - especially when someone's about to get counted out!



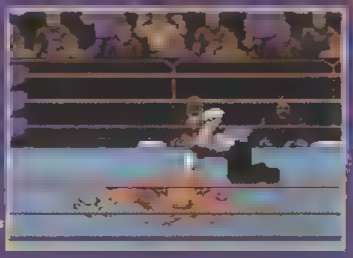
..WHEN HE'S DOWN



...me, get up on the top-end ropes and give him a...

Quit attack.

PIN YOUR OPPONENT

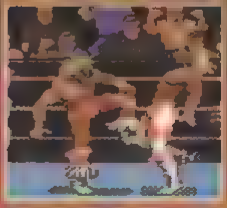


...buttons as fast as you can!

▶ The referee slams the canvas in excitement as Hogan pins warrior.

COMMENT

I'm no wrestlemaniac, by a long-shot, but I can be reasonable enthusiastic about this. The only appreciable change from the Super NES version are the more popular choices for characters. These are all rendered pretty well as digi-pics and reasonably big sprites. The range of moves is fine, with more complex one's rightly taking a bit of time to master, but I would have liked some more spectacular throws and presses in addition to those offered here. Playing tag and survivor games is fun - especially when your team-mate joins in the fray, so I wonder why Acclaim didn't boost the game's lasting interest with some more options, because they are pretty limited. Some skill levels, and a proper 'circuit' could easily have been added. That is my overall impression, of a fun wrestle game (the best on the Megadrive so far) which could have been supported with a bit more front end. The choice for anyone not rabid for Hulk Hogan is definitely an open one.



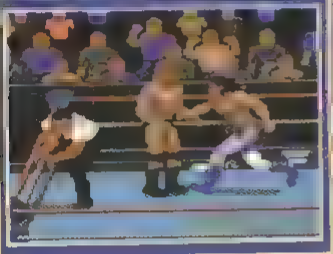
RINGSIDE ANGELS

Should play move outside the ring, be warned. A dead player out the ring is a good as one inside, but if any players step beyond the ropes past a count of ten, they are immediately disqualified.

REVIEW

★★ FREAKY WRESTLE FAMILY ★★

A survivor game is a wrestle-frenzy not to be missed. Players, or the computer grab all eight characters between them and battle it out until one team has men left standing! Players can tag,



There are eight wrestle-maniacs to get to grips with, none of which you would feel comfortable about inviting to Sunday lunch. Here's a brief mugshot of each.

HULK HOGAN
303 lbs The Hulkster - the undisputed wrestling king from California

ULTIMATE WARRIOR
275 lbs A stranger from parts unknown who has every Kiss album

TED DIBIASE
260 lbs Ted is the million dollar man with $5 trunks

SHAWN MICHAELS
240 lbs The Texas charmer, is the cajun hope from the South

RANDY SAVAGE
245 lbs His motto is never judge a man from his leggings

BRITISH BULLDOG
270 lbs Cor blimey guv, blighty's own main challenger

PAPA SHANGO
330 lbs Raised on Voodoo and Jm Bongo, Papa has his own magic

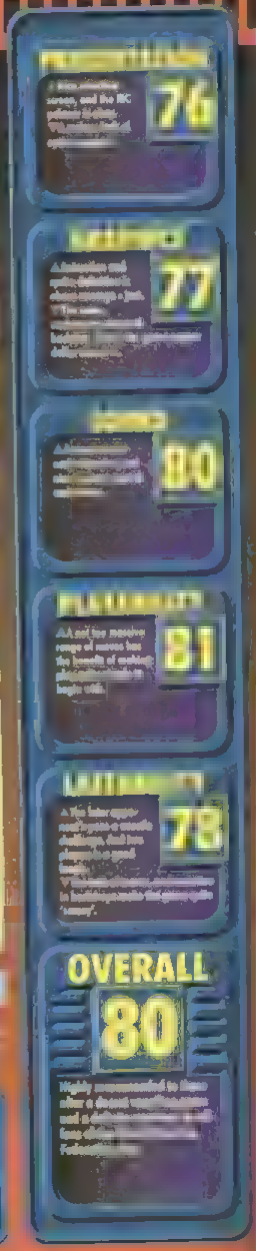
IRWIN R SCHYTSER
248 lbs IRS the yuppie from DC, a frenzy in braces.

COMMENT

I was a big fan of the Super NES version, but was a bit perturbed by the lack of a championship mode. Luckily, this superior Megadrive version boasts that option, so even even if you're a solo player, this is still a topper wrestlefest! The graphics are excellent, with brilliant animation and unlike the Super NES version, there's virtually no slowdown. Excellent! My only real gripe with the game is the fact that all of the wrestlers know all the same moves. I'd have like to have seen specialty attacks from each player, like Papa Shango's voodoo magic (!) for instance. Otherwise, WWF Super Wrestlemania is an excellent simulation of the "sport", better still in two-player mode. For all the little Warriors and Hulkomaniacs, this is a dream come true!

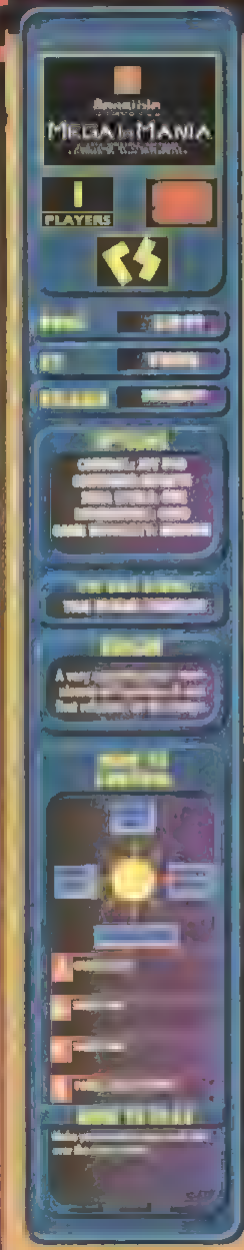
ONE/TWO-PLAYER GAME

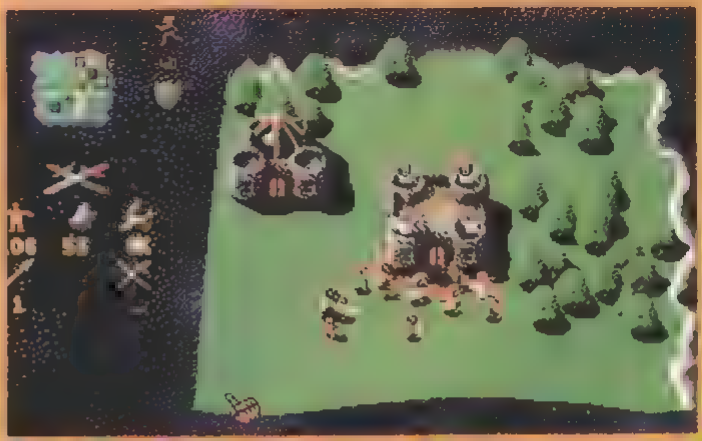
There is both a one and two-player option in



SURFCLIFF Ltd
NINTENDO, SEGA,
AMIGA, ATARI,
24 HOUR
ANSWERING SER
34 Norton Road, Southborough,
Tunbridge Wells, Kent TN4 0HE
0892 517727
MEGADRIVE
+ SONIC
+ PSU
+ 2 CONTROLLERS
+ ANY GAME
£15
NEO GEO CONSOLE
+ 1 CONTROLLER
+ RF CABLE
PSU NOT INCLUDED
£274.99
NEO GEO CONSOLE
+ 2 CONTROLLERS
+ RF CABLE
+MEMORY CARD
+ 1 GAME + PSU
£399.99
NEO GE
NOVEMBER
ART OF FIGHTING - 186 MEGS
GET OVER BEAT EM UP
NOW BEING
ALL NEO GEO CARTS BOUGHT FOR CAS
PART EXCHANGE WELCOME!
ADD £1.50 PER GAME AND £5.00 PER CONSOLE FOR POSTAGE &
PACKAGING. CHEQUES MADE PAYABLE TO "SURFCLIFF LTD".
NEXT DAY DELIVERY AVAILABLE AT EXTRA COST.

CONSOLE
DIRECT
ORDER HOTLINE
9am 9pm
0529 415299
24 hr Answer Phone
"Specializing in MEGADRIVE & SUPER NES"
LOWEST PRICES
STUNNING EXCHANGE SERVICE FROM £5
LARGEST SELECTION & LATEST TITLES
INTRODUCTORY OFFERS
MEGADRIVE ANY £25 EACH
SHADOW OF THE BEAST
CADASH
RBI CLUBBS
FATAL REWIND
STEEL EMPIRE
GHOULS N GHOSTS
PREDATOR
SUPER MONACO GP 1
MICKEY MOUSE
ADAPTOR £39.00
SUPER NES ANY £38 EACH
PRINCE OF PERSIA
BOMB
PGA GOLF
CASTLE VANIA
LEMMINGS
AX
SMASH TV
F ZERO
DIMENSION FORCE
ADAPTOR £5.00
MEGADRIVE CONSOLE + TOP 10 + LATEST RELEASES
TAZMANIA £37.60
OLYMPIC GOLD £37.60
DESERT STRIKE £37.60
SUPER MONACO GP 2 ..... £37.60
ROAD RASH £34.00
STREETS OF RAGE £28.50
KID CHAMELEON £34.00
JAMES POND 2 ..... £34.00
EA HOCKEY £34.00
IMMORTAL £37.60
TWISTED FLIPPER £39.99
TERMINATOR £37.99
WARRIOR ROME 3 ..... £39.99
SHINING IN THE DARKNESS £39.99
AQUATIC GAMES £43.00
BATMAN £37.60
SMASH TV £37.99
ALIEN 3 DRAGOON £37.69
WHERE IN TIME IS CARMEN £39.99
BUCK ROGERS £39.99
ALL CHEQUES PO PAYABLE TO LYNX PAYFREE
JOIN OUR CONSOLE CLUB NOW!
£15.00 PER YEAR WITH A FREE JAP CONVERTOR
NAME
ADDRESS
PHONE
ITEMS
COST £





MEGA-LO-M

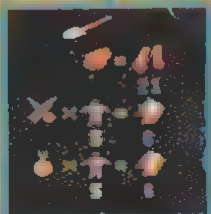
Mega-Lo-Mania is set before the dawn of creation and centres around four different god-like beings who are vying for supremacy on a planet that looks much like our own. In order to decide which deity claims the world, each of them must take control of a band of humanoid entities and use them to destroy the rival bands.

You are cast in the role as one of these gods and your task is to do everything in your power to stake your claim to the world. It's your job to take your troupe of 100 people and conquer a total of 27 islands, spread over a total of nine different epochs (or eras).

To claim each island, you have to build up the technology of your people, allow them to reproduce and move them to new homes on the island. Technology revolves around defending and maintaining your homes along with developing weapons used to take out the opposition. As the tech level of your people increases, so does the sophistication of your designs. Indeed, later levels require laboratories, mines and factories to bring your technical innovations to the people!

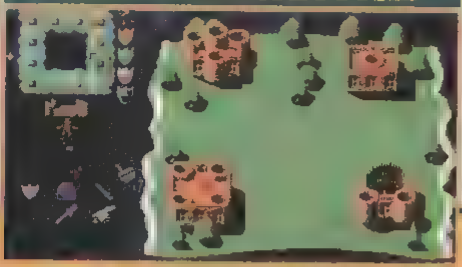
The Mega-Lo-Mania events are watched by strange pan-dimensional beings. Will you entertain them with your cunning strategies and global thinking - or will you end up on a celestial version of You've Been Framed?

IDEAS CENTRAL: This idea/laboratory icon allows you to develop new technologies.



MINING CONTROL: Mine new raw materials with these icons

LOCAL ARCHITECTURE

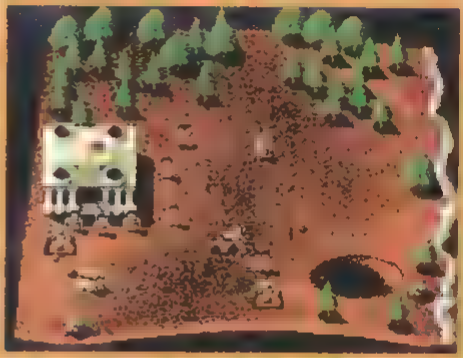


Each of the buildings on the main screen serve a particular function, be it to house the people, create new weapons, mine the natural reserves or produce your weapons. As your people progress through the ages, the architecture of the buildings change. When you start the game, your men erect stone age-style constructions. Expect to see space age buildings on the last level!

FFGFGF JKUK NOFIG OPJO PMKLK OPKPO

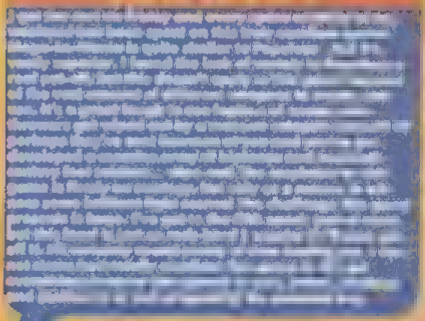
Goin dawnt plt it one of Megalomania's nothern towns.

Infantry frolic with their rocks outside the castle after another famous victory.



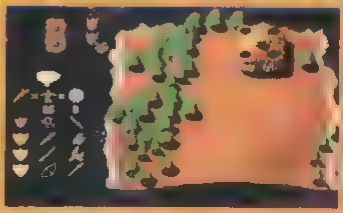
SOUND: You can turn the tune, effects and speech on and off. Sample every sound in the game in the sound test area.
LOAD/SAVE: Enter a password to return to a previous level.
HELP ON/OFF: Help text can be toggled on or off. The help text lets you get a hang of the game.
AUTO SLOW ON/OFF: Whenever you are attacked the passage of time is slowed down if you want.

REPRODUCTION: Leave your people under the main person icon and they reproduce.



FACTORY. Mon the factories and mass produce your initial designs.

ARMY CONTROL: Distribute weapons and build an army.



REVIEW

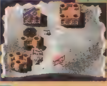
COMMENT

Apart from Populous, pure strategy games for the

Select the army icon and you're able to conscript your people into the armed forces. In this section of the game you also allocate the many weapons you've created. Once your army is ready to move, you select it's destination. Your troops patrol the chosen sector and attack any enemy forces or buildings they come across.

YOU'RE IN THE ARMY NOW

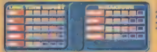
ISLE OF MAN



There are three islands to each epoch or level, each offering different terrain and natural resources. You are allowed to choose where you want your first settlement to go. A good choice here is vital to your cause. Should you choose a place where raw materials are abundant, your designers come up with a far better range of weapons. A large scope of materials allows them to create more efficient designs as well.

MAKE MY DEITY

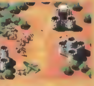
The first job in the game is to choose your deity. A very pretty screen gives you the info on how each would be deity operates. Although irrelevant for the being you wish to participate as (after all, you have your own tactics), they give you a valuable insight into the sorts of strategy your opposition might use.



Jets face catapults in battle. Who will win? No-one knows.

SPEAK AND SPELL

Mega Lo Mania is chock a block with sampled speech. In fact there are a total of 34 different sayings contained in the 8-meg cartridge. These range from your lab boys announcing that their designs are ready, to the victory cry of your army commander: "We've won!". Each deity also has a few lines to say, one of them sounds about as hard as John Inman!



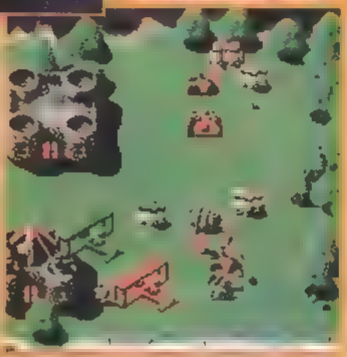
DO YOU WANT TO BE ON MY TEAM?

If you think that you aren't in a very strong position, you might try to seek an alliance with one of the other gods attempting to gain control of the current island. However, chances are that they'll turn you down unless they're on their last legs. Sometimes though, one of the others might come to you with plans for an alliance.

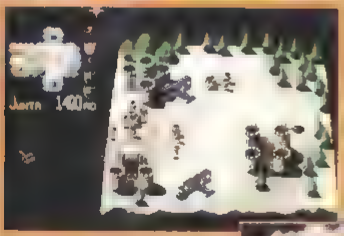
Watch out for the open cast miners, Marlon

TIME FLIES...

Often designing and manufacturing weapons or buildings is a very time-consuming business. Therefore the time altering icon represented by a man walking or running really comes in handy. You find yourself using this icon quite often in the game be it to speed up reproduction of your race or just to get battles over with a lot quicker.



A vast range of weapons are available for use in Mega Lo Mania depending on how advanced your followers are. To begin with the best weapons are the basic rock and spear or maybe the odd pike if you're lucky. This moves on to the likes of bows and arrows, crossbows, catapults and cannons. By the time the tech-level reaches the nineteenth century you're able to develop flying machines like biplanes or even jet-fighters. In later levels warfare is conducted a lot quicker. This is because of the advent of nuclear weapons which desolate entire areas in a matter of seconds.



Residents are advised to take cover - now!

DEFENSIVE POSITIONS

As you can see, each main building has a number of turrets that house your men. The forms of defence are many and varied, mostly dependent on the tech-level of your people. There are the likes of cauldrons of oil, muskets, machine guns, bazookas and finally anti-nuke nukes!

PRESENTATION 97

GRAPHICS 86

SOUND 94

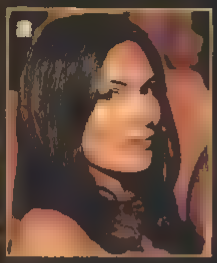
PLAYABILITY 94

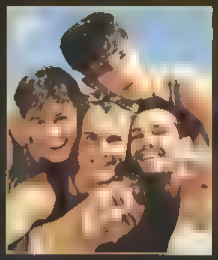
LASTABILITY 93

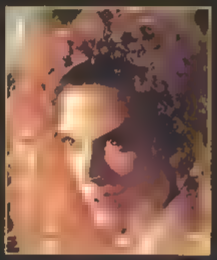
OVERALL 94

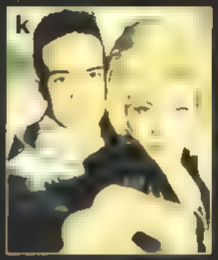
Megalomania is the definitive Megadrive strategy game. It's fun as well as challenging, with lots of playability. You are bound to get plenty of game for your money with this one.

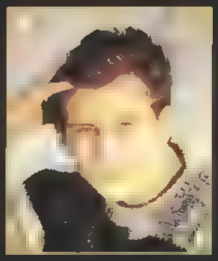
Who the hell ar

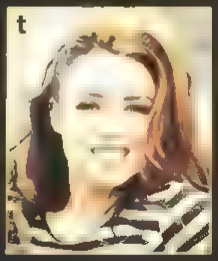








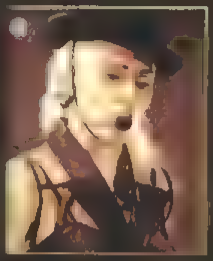


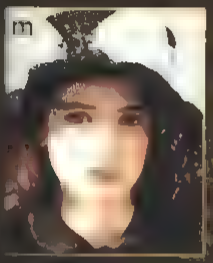


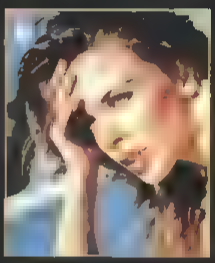
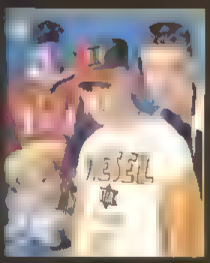
SMASH HITS readers

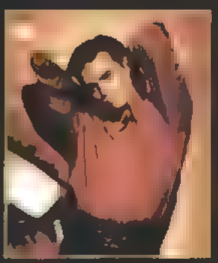
Out every fort

e these people?







s know. Do you?

tright. Only 70p

REVIEW

1-2 PLAYERS

PRICE

BY

RELEASE OUT NOW!

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: MEDIUM
*CONTINUES: N/A
SKILL LEVELS: 7
RESPONSIVENESS: OKAY

ORIGIN

Sequel to the Megadrive classic American Football.

HOW TO PLAY

Score more touchdowns than the other team in this three-quarters overhead view American Football simulation.

Sack! Sack you fools!

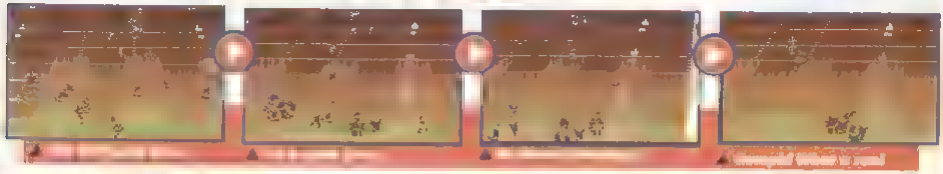
Hands up who remembers when American Football was fashionable. When the whole nation used to sit around the TV on a Sunday afternoon, glued to Channel 4's coverage of the week's exciting Stateside clashes, occasionally having a laugh at one of the inadequate and spotty presenters inevitably hired to spout ill-informed jargon throughout the show.

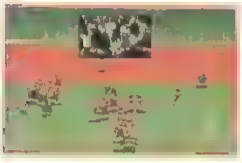
Ah yes, those were the days. When bleary-eyed fans would sit up until 3 am to watch the Superbowl, and when quizzed by friends the next day wouldn't even be able to remember who was playing, what the score was, let alone why they bothered watching it in the first place. Now, those happy days are here again, thanks to the latest annual installment of John Madden Football. That legendary US footy sim is back again in its familiar form, although it has more new plays, more teams and a new picture of the portly commentator himself.

JOHN MADDEN FOOTBALL 93

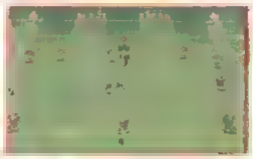
AMERICAN FOOTBALL RULES THE NET

Although American Football was enormously popular a few years ago there are a few pathetic souls out there who may never have given two beans about it and as such don't know the rules. Well, it's all pretty simple really. Play time is divided into four equal quarters. At the start of the game, one team punts the ball as far downfield as possible. The receiver who catches the ball then runs as far upfield as he can towards the opposing team's End Zone. Should he be tackled (very likely), play is restarted from the spot where the ball hit the ground. From here, the team in possession has four attempts (known as downs) to push the ball forward by ten yards. Every time the ball touches the ground, a down is lost. Possession swaps over when the offensive team either score a Touch Down, boot the ball through the posts for a Field Goal (fail to make the required ten yards gain or have a pass intercepted by the defensive team. If the team score, they get to kick off, if they don't play restarts from the same spot the ball was last fell





▲ The crowd celebrate a bit.



▲ Kickoff action in the area.

▲ Tossing japery ahoy!

COMMENT

Whilst John Madden's could never be accused of being a dead horse, the way EA are flogging it, it's certainly on its last legs. The original Madden is still a classic, and last year's sequel made a lot of valid additions and revisions, making it the best sports game going. Sadly, although Madden '93 has just about everything you'd expect, it doesn't have anything else. In fact, this latest installment is the worst of the bunch, thanks to some gameplay problems not present in the other two games. For starters, there's a slowdown problem which makes it feel like you're wading through a swamp rather than sprinting, gazelle-like, downfield. This is most evident when one team punts the ball. As the viewpoint switches over when the ball crosses the halfway line, everything stops dead for a second or so, before continuing, pausing all the time until the ball lands. Needless to say, this makes receiving impromptu punts a rather hit-and-miss affair. Even if you haven't already got a Madden game, save a couple of quid and get the superior Madden '92, if you have got a Madden game, steer well clear of this. Still, perhaps John Madden '95 might be better...

MADDEN MOUTHS OFF

What with Madden being a commentator talking comes naturally to him. Now his remarkable talents of vocal chord vibration have been reproduced on the Megadrive. The speech doesn't quite match up to Joe Montana 2 standards there's not as much of it and it's a bit hissy, nevertheless you hear John exclaim "He'll tee that one tomorrow!" "That's the way to hit 'em," or even "He won't forget that number". Unfortunately the much-missed "It's good" absent since the first game, is still to make a comeback.

OPTIONS SCREEN

PLAY MODE Select pre or regular season for difficulty levels. Playoff for Superbowl or continue on a old playoff.

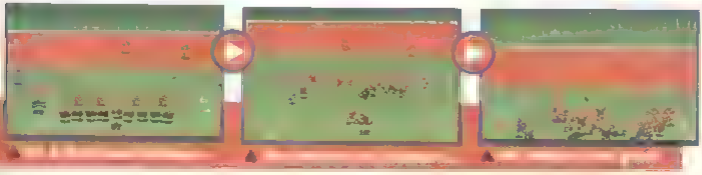
TEAM 1-2 SELECT Select your team from here.

STADIUM Choose open air or domed stadiums with grass or synthetic pitches.

WEATHER Dry, wet, windy or even snowy conditions are selectable here.

ONE/TWO-PLAYER GAME

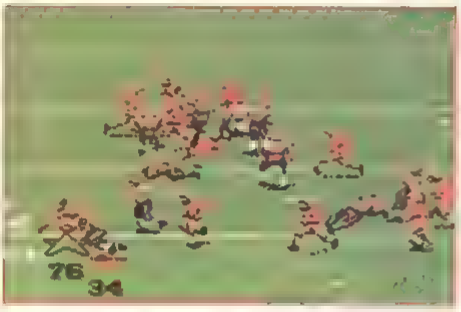
One or two players may participate in Madden horseplay at one time. In double up mode the players choose to either play off against each other or both play on the same team.



REVIEW

▲ That replay option in full.

▲ This is "snow" time for stats.



▲ Mind the chaotic trampling hordes of maniacs, Marlon.

MADDEN DAYS

At either 20 minutes or a mighty one hour per game, ripping right through the Superbowl in one sitting is right out of the question. In past Maddens' a complicated password system was used to preserve your position in the tournament. Now, Madden '93 makes it all a lot easier with a battery backup system which saves your games. Now, to access your unfinished Superbowl, simply select the appropriate game on the options screen. Although this makes returning to a tournament a lot easier, it does however mean you can't swap groovy passwords with your friends and you have to play all the way through every match to get your team to the final.

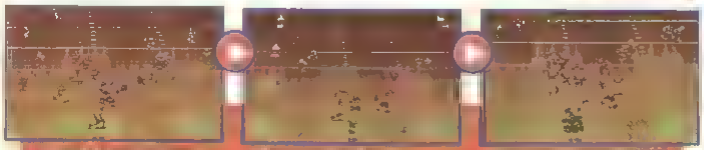
TOP TEAM TREATS

The original John Madden Football took the stats of the teams included from real-life team data. The follow-up, John Madden Football '92 increased the number of teams and updated the information and performance of the players, taking into account new signings, retired players and drugs scandals. Madden '93 follows the tradition by having up-to-the-minute stats for every one of the 28 teams involved. Not only this, but there's eight new teams included too. Actually, new teams is a bit wrong, as they are in fact John's fave classic teams from years gone by, such as San Francisco '84, Miami '72 and Dallas '77.

There's even a special custom team - The All-Madden Greats. This team is composed of the greatest American Football players ever in the world - definitely not an easy team to beat!

COMMENT

The original John Madden's Football summed the world when it first appeared and became an instant classic. When Electronic Arts updated it a year later it was the same game bar a few cosmetic tweaks - but it was still brilliant. Now, another year on we're treated to a third version - and I'm very, very disappointed. Speech has been added, but it's very limited - you hear the same, very garbled and totally inane phrases over and over again and it only took one quarter for it to become totally irritating. There are a few new plays and the computer opponents' tactics seem to make it much up over a move, something that was annoying in the first two games and should have been eliminated here. The graphics are the same and the computer opponents are no harder. There are also more annoying pauses in the action than in the previous two games. Yes, there are some extra moves, but they add very little to the game. I thought the whole point of sequels was to improve on the original - this one simply doesn't do it - if anything it's a step backwards. For one John Madden '92 is the best version of the series and if you haven't already got an American football game



▲ And goes packed! Yay!

PRESENTATION 93

▲Loads of animated pictures of Madden himself, plenty of options and information screens, including play-off highlights through the Superbowl.

GRAPHICS 89

▲Well-animated sprites with lots of attention to detail.
▼The sprites are too small, and the animation on the crowd scenes and Madden himself is atrocious.

SOUND 86

▲Lots of different tunes, speech and sound effects, the latter being pretty damned good.
▼The tunes are bland and a bit dull, and the speech is very basic.

PLAYABILITY 90

▲Fast and pretty responsive, with loads of depth and playability.
▼Slowdown alert. Prepare to bash on Freeze-Control!

LASTABILITY 38

▲Loads of teams, each with completely separate profiles, plus that all-important Superbowl.
▼The Superbowl is pretty easy to finish.

OVER ALL 89

Not a bad game at all, but hopelessly redundant nonetheless. Go for the slightly better John Madden Football '92 if you're after the definitive American Football game and give this one a miss.

VIDEO GAMES OF AMERICA 0403 752156
LOOK NO FURTHER ALL YOUR SEGA REQUIREMENTS ARE HERE AT GREAT PRICES - THE LATEST MEGADRIVE GAMES IN STOCK + NEW GAMES ARRIVING SOON + TOP GAME GEAR TITLES IN STOCK WITH MANY ACCESSORIES AND CONSOLE PACKAGES + 50 USED MEGADRIVE GAMES FOR SALE OR SWAP.
NEW & TOP TITLES
COMING SOON MORE TOP GAMES
BARGAIN CORNER
GAME GEAR NEW & TOP TITLES
MEGADRIVE QUALITY USED GAMES FOR SALE OR SWAP FOR £5
SWAP CONDITIONS
16-BIT CONSOLES
MEGADRIVE WITH TWO GAMES
MEGADRIVE WITH ALL 4 GAMES
MEGADRIVE WITHOUT GAME
MASTER GEAR ADAPTOR (TO PLAY MASTER SYSTEM GAME ON GAME GEAR
GAME GEAR CONSOLES & ACCESSORIES
GAME GEAR + SONIC + MAINS ADAPTOR
CARRY CASE
SALES HOTLINE
0403 752156
HOW TO ORDER
CALL OUR HOTLINE GIVING YOUR VISA/ACCESS NUMBER AND THE TITLE YOU WANT OR SEND ATTACHED ORDER FORM WITH YOUR CHEQUE OR POSTAL ORDER
P&P GAMES £1, CONSOLES £6.50
PLEASE SEND ME THE FOLLOWING
AT £ EACH
AT £ EACH
TOTAL ENCLOSED INC P&P £
ACCESS/VISA NO
EXPIRY DATE
NAME
ADDRESS
JOYSTICKS
SEGA
1. PRO 2 PROFESSIONAL JOYPAD (TURBO AND SLOW) £15
2. REMOTE CONTROL PAD (NO CABLES) £25
VIDEO GAMES OF AMERICA (UK) LTD
HALE FARM EST LOXWOOD ROAD, RUDGWICK, W SUSSEX RH12 3BP - FOR IRELAND PHONE DUBLIN 284 5098

THIS IS IT! THE ONE
GAMESMASTER CONSOLES
PHONE NOW HOTLINE ON 0462 422225 9AM - 6PM
AWESOME DEALS PHONE NOW!!!
MEGADRIVE
EURO SOCCER
ATOMIC RUNNER
SONIC II
+ MANY MORE
GAMEGEAR
OLYMPIC GOLD
SUPER KICK OFF
DONALD DUCK
+ MANY MORE
GO AND PLAY COME BACK AND PAY
MASTER SYSTEM
ASTERIX
ALIENS 3
PRINCE OF PERSIA
+ MANY MORE
SUPER NINTENDO
STREET FIGHTER II PACK NOW IN
WE ALSO DO GAMEBOY & NES GX4000 CARTS ONLY
WE WILL TRY AND MATCH ANY ONE IN THIS MAGAZINE SUBJECT TO AVAILABILITY.
PART EXCHANGE WELCOME
3 WEST ALLEY, HITCHIN, HERTS. SG5 1EG. TEL: 0462 422225
ON 0462 422225 FOR SOME ACE DEALS
YOU'VE BEEN WAITING FOR GAMESMASTER
CONSOLES CALL NOW

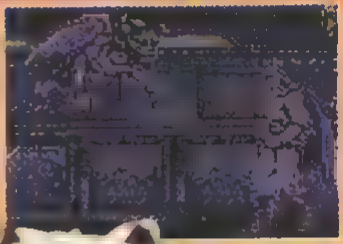
CONSOLE SECTIONS
BUSINESS HOURS MON - SAT 10AM - 10PM
Unit 2 (Dept MM), Old Bake House Lane, Chapel Street, Penzance, Cornwall, TR18 4AE
Tel Fax 0736 331131
SHOP & MAIL ORDER ADDRESS
NHL 93 36.95
DRAGONS FURY 34.95
PREDATOR 2 34.95
SIMPSONS 37.95
SMASH TV 34.95
CHUCK ROCK 35.95
LHX ATTACK
CHOPPER 34.95
SPORTS TALK 93 39.95
TEAM USA
BASKETBALL 36.95
EXCITE (RPG, 37.95
SIDE POCKET 34.95
D DRAGON 29.95
SMASH TV 34.95
TERMINATOR 34.95
AQUATIC GAMES 34.95
GREEN DOG 29.95
DESERT STRIKE 34.95
MARBLE
MADNESS 26.95
STEEL EMPIRE 32.95
JAP GAMES
OLYMPIC GOLD 22.95
HELLFIRE 16.95
GYNOUG 16.95
THUNDERFORCE IV
(SCART) 32.95
QUACKSHOT 19.95
TOKI 19.95
SONIC 2 - NOW IN STOCK
SWAP YOUR OLD GAMES!
FOR LATEST NEW GAMES OR FOR OTHER USED GAMES
All exchanges are despatched on the same day we receive your order
SEGA MEGADRIVE + SONIC £104.95
SNES (USA) SCART £114.95
NEO GEO (UK) PAL £254.95 SCART £254.95 + 1 GAME £309.95
Call charges cost 36p per min cheap rate 48p per min at other times. Make sure you ask who pays the bill before you make the call. Max length 4 mins. Max call cost £1.92
SAME DAY DESPATCH

BATMAN RETURNS

The dark and sinister streets of Gotham City lay covered in snow as the residents prepare for a peaceful Christmas and the election of a new Mayor In the sewers, however, the dastardly Penguin prepares his diabolical plan to win the hearts and votes of the city's people through blackmail, lies and framing the noble Batman for the murder of the Christmas Ice Princess. The dirty scoundrel!

In the sequel to Sega's first Batman game, the heroic Dark Knight makes it his responsibility to ensure the evil Penguin's scheme fails spectacularly You take control of Batman as he fights his way through the metropolis all the time being challenged by the Penguin's henchmen and fiendish inventions This awesome task is a rigorous test of all Batman's strength and cunning especially when he's confronted by the mysterious Catwoman as she brings her whip and wit to flog him down to earth

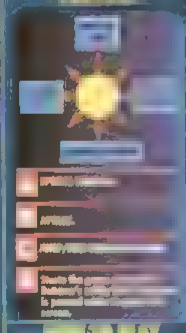
Batman returns to a much larger, more sinister Gotham City than ever before, facing a relentless assault which he must overcome if he is to pick off the Penguin for good. To the Batmobile, let's go!

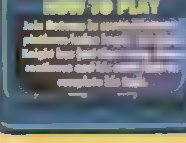


Hey, you weren't in the film!

Holy Donkey Kong variant, Robin!

WINGS DON'T FAIL ME NOW





REVIEW

▲ **Batman stumbles across the murdered Ice Queen.**

▲**The Drak Knight sneaks through the Cathedral works.**

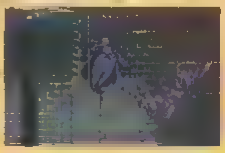
▶**Put some clothes on you scarlet hussy...**

CLUNK-CLICK

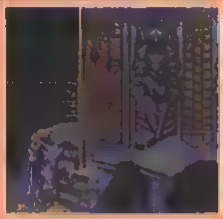
Without his utility belt Batman is just your average psycho millionaire wearing rubber armour and a cape. However, with all his special weapons stowed in his utility belt Batman is a force to be reckoned with. The Caped Crusader has five items from which to choose

PENGUIN PERFORMANCES

Obviously the Penguin is very perturbed by the presence of Batman. How on earth can he fulfil his twisted dreams when there's the threat of so much resistance? For this reason Penguin makes a personal appearance at the end of every level in the game in an attempt to defeat his darkness loving nemesis. The Penguin rages beneath his umbrella throwing knives, propeller blades and gaseous ice to skewer, chop or freeze our hooded hero into submission



REVIEW

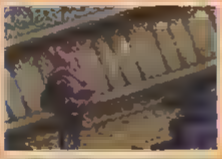


▲ *Batman takes three steps to heaven...*

BATTY, BATTY

Getting Batman from A to B isn't as straightforward as you may wish in his latest crime-busting assignment. There are many hidden items strewn about the cityscape, some that are quite obvious but usually only obtainable by clever use of Batman's grappling gear, accessed through additional pulsation of the C button. With this system Batman's able to swing his rubber pants to places otherwise unreachable. The hero's bat-like grappling skills are indispensable when it comes to scaling the dizzying heights of Gotham City's skyscrapers in his pursuit of those hard-to-reach bonus items, and the elusive Penguin of course.

"Trick or treat!" yelled the oncoming psycho.



COMMENT

Despite the shortcomings Batman Returns is an undeniably brilliant game. The diversity of the levels and the challenging nature of the puzzles will keep you coming back for more. The graphics are fantastic, the sound is excellent and the gameplay is addictive. The only criticisms I have are that the controls are a little fiddly at times and the game is a bit too short. However, these are minor niggles in an otherwise superb game. If you're looking for a game with plenty of variety and challenge, then look no further. Batman Returns is the game for you.

GRAPHICS

Some of the backgrounds are extremely detailed and colourful, whilst others are rather bland and uninspiring. The sprites are generally well animated, although Batman's movements are a little jerky at times. The boss characters are huge and impressive, but the smaller enemies are rather unimaginative and lack detail. Overall, the graphics are good, but not outstanding.

SOUND

The music is atmospheric and suits the dark, brooding nature of the game perfectly. The tunes are catchy and memorable, and they change to reflect the different levels. The sound effects are also good, with plenty of explosions, gunshots and other noises to keep you entertained. However, the sound can become repetitive after a while, and some of the tunes are a bit too long.

OPTIONS SCREEN

SOUND TEST: Listen to every tune in the game! Cor.

JOYPAD CHANGES: Define the function of each button.

PLAYERS. Change the amount of lives you have to either three, five or seven per credit.

PRESENTATION 87

▲ The onscreen presentation screens are the same and the information screens between the different levels of the game.
▼ Everything is very similar and standard, not very innovative.

GRAPHICS 80

▲ Large sprites and the background looking very impressive.
▼ The animation of the main sprite.

SOUND 80

▲ The tunes do a fine job of enhancing the game's atmosphere.
▼ The spot effects, although fitting, are of a rather poor quality and the odd effects range from bad to poor.

PLAYABILITY 74

▲ Highly playable and enjoyable for a short while.
▼ It doesn't attempt to improve on the standard platform formula in any respect.

LASTABILITY 80

▲ The game is fairly hard but to that the levels are of sufficient length to give you a fair run in the lastability department.
▼ Not the greatest longevity in the lastability of your dosh.

OVERALL 77

▲ Some great visuals mixed with a distinctive graphic style that suffers at the hands of frustrating gameplay!

GOT A HAND-HELD?..THEN GO! AND GET THIS!

What's wrong with you?
I'm all sad and lonely
I've got this Ace hand-held but everyone beats me up because I don't know about games
What he needs is a copy of GO! It's the world's greatest hand-held mag and with
But how will beat the bullies?
And stop him being a sad man?
It's easy! First you read all the latest news,reviews, previews and tips on all the hot stuff, then roll your copy round an iron bar..
..and do THIS!
I never knew there was so much in it!
HAND-HELD
GO!
VIDEO GAMES
CAN YOU AFFORD
TO MISS IT!

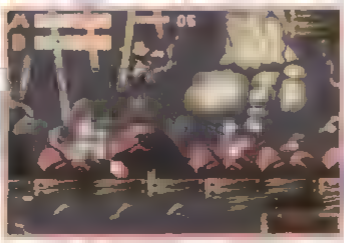
WORLD O

It's been many years since Mickey Mouse and Donald Duck performed together. But on the eve of their reunion disaster strikes. Mickey and Donald have long been dabbling in amateur conjuring since Mickey's days as the sorcerer's apprentice, and for some time the two pals had been practicing a magic show to perform at the local theatre. Sadly, on the night of their dress rehearsal Donald unearthed a [illegible] secret...

After tripping on the stage curtain and collapsing into the props hidden behind it, Donald stumbled upon an old wardrobe, with a heavy curtain concealing the inside. Donald expressed his pleasure at his find, stating in his confused quacks that perhaps a disappearing act could be introduced into their routine. Although Mickey was hesitant, Donald plunged head-first into the box, before vanishing with a forlorn quack. Ever valiant, Mickey gave chase and he too was swallowed by the evil cabinet.

As the pair looked around their unfamiliar landing spot, they heard a booming laugh. "In your world you are good magicians, but here I am the master," echoed the disembodied voice. "Find and defeat me and I shall return you to your home, but fail and you shall be trapped in my World of Illusion forever! Ahahahaha!" With Walt Disney [illegible] a cryogenic state of suspended animation and unable to write them out of danger, could this spell the end for our animated pals?

Donald demonstrates the Pitchfork Polka



TAKING THE DONALD

"Straight No! It's Mr Magoo!"

REVIEW

COMMENT

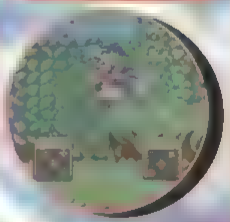
ILLUSION

Mind the biscuit warrior of Hades, Marion.

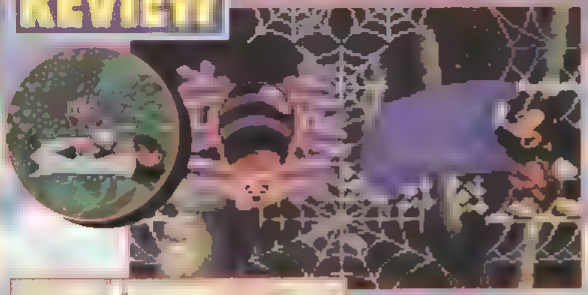
Cowabunga! Half-shell surfing action ahoy!

Crawl, crawl you fool!

One of the big advantages of being a two dimensional drawing is that your artist can make you do anything at all. This sort of flexibility comes in very handy on an adventure such as this. Both characters walk and jump like any other platform character but they also have a number of other moves at their disposal. At the press of a button the outsize rodent and his waterfowl chum throw cast on to the wind and run at high speeds. They are also pretty handy, defending themselves by swishing their magician's capes at their enemies. A direct hit from this cape destroys most targets and anything caught in the fo rydust afterwash is momentarily stunned. Finally, should the beezer animations wish to sneak under a low ceiling or through a hollow log, they are perfectly able to crawl on the ground, albeit at a decreased speed.



REVIEW



Why, it's a beetle with sea anemones for legs.

Fuzzy whizzy let's get busy!

"Too boo! You distract him while I nick his wallet!"

Why you straw donkey buying little...!

COMMENT

This is what happens when you trump underwater.

TAKING THE MICKEY IIII

Whether you're mad about Mickey or dippy about Donald it's up to you which character you play as in either one or two-player mode. However, there is more of a difference than simple cosmetics. The order that some of the levels are tackled in changes for the two characters, and each of the toons have some levels exclusively to themselves!

THE FLYING CARTOONI BROTHERS

ble to reach some of the higher platforms present in the two-player.

CLIFF

Once one character has safely made it to a high ledge
stranded
ed Dismal lowers a rope, pulling his chum up to join him!

NOT A LOT IIIIIIIIIIIIIII

Cliff-edge Blind Man's Bluff is dangerous.

Trouble is in the air (no blinking ho)

A. If that isn't enough, the game is different again when played in two player mode! In this third play style, the two characters interact with each other as well as with the scenery, allowing a number of wacky, two player stunts and capers.

MAN DISNEY PICK 'EM UPS

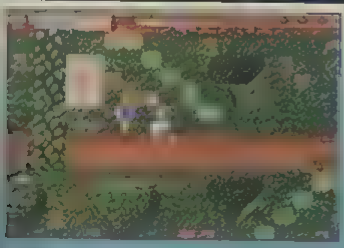
Although the odds are stacked quite heavily against Mickey and Donald there are a number of handy items secreted around the place to help them out. Those evil masterminds eh? When will they learn to stop leaving power ups lying around?

CARDS. The most commonly found item, there are generally hordes of cards around every level. However, there's no chance of getting fifty-two and having a quick game of snap because they're all aces of spades. But they do yield bonus points when collected so it's not all bad.

SWEETS: Collecting these replenishes Mickey or Donald's energy bar and probably rots all their teeth if they collect too many!

HATS: The pick of the bunch. These topper Toppers add an extra life to the fortunate recipient's running total.

BOMBS: Left as booby traps by the evil overfiend, bombs explode when uncovered, injuring our animal pals should they be caught in the blast.



Pick a card, any card, don't tell me which one.

Being magicians, Mickey and Donald are able to cast some minor spells, such as pulling rabbits out of hats and making hankies disappear. However in the increased magical atmosphere of the World of Illusion they are capable of much greater feats. At the end of every level Mickey and Donald learn a new spell, though the magic words in fully digitised speech are always 'Abracadabra'. These spells allow them to traverse otherwise unpassable parts of each level. The conjurings range from allowing the pair to command the cards in the Queen of Hearts' garden to turn themselves into platforms, to conjuring flying carpets and magic bubbles to get through sky and sea levels respectively.

92

GRAPHICS

95

90

93

81

OVERALL

91

A top-notch platform game which easily outdoes Castle of Illusion, but has the same lastability problem.

MASTER OF DARKNESS

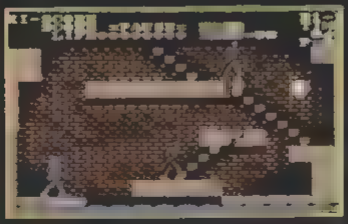
The setting is nineteenth century London, a time of Hackney carriages and pea-souper fogs. It is also a time when the most terrifying menaces of history walk the Earth - Jack the Ripper, Dracula and the Phantom of the Opera to name but three. Thankfully the Phantom of yore wasn't Michael Crawford - otherwise he would have been far more terrifying. Still, even without Frank Spencer leaning around the streets things are tough enough for the inhabitants of London.

Every morning a new corpse is discovered, mutilated in increasingly bizarre and sickening ways, with particularly bloody examples emerging after every full moon. All this is particularly hard on renowned psychic investigator Ferdinand Social who has so far come no closer to solving the crimes than the police. Then one night whilst auditing with his auntie Beard, Ferdinand receives a chilling message - THAMES KILLER STRIKES TONIGHT.

Now it is Ferdinand's task to seek out Jack the Ripper before he strikes again, but what Jack hints at reveals something far more sinister - the existence of a deadly cabal which could mean the end of civilisation as we know it!

THEATRE SHOP

Like every good evil mastermind, the self-styled and mysterious Master Of Darkness has left an inordinate amount of bonuses in his wake, all of them concealed in those opera mask things you see at the theatre. The power-ups range from weapons and ammo, through to points spheres with each colour denoting a different denomination from a hundred to a thousand points. Extra energy is also available to heal your injured detective, plus extra lives to improve your chances against the vile master.



I'M A STORY TELLER...

In between levels, and before the game even starts, the story behind the act on unfolds. Clues to the identity and goals of the Master Of Darkness are revealed (one particularly good clue being the picture of the Phantom of the Opera owning up to being behind everything - A red herring perhaps?) The storyline is detailed in animated sequences with text narration. This adds a lot of atmosphere to the game and compels the player to beat the next level for a further instalment of the tale.

◀ *Ferdinand loiters around the sewers of London...*

STICK YOUR WEAPON ON SOME GHOULIES

[illegible] may be a bit of a whizz with the [illegible] but he really [illegible] of a clue when it comes to numbing with zombies. At the very start of the game Sid is given only a small knife which has a short range and does very little damage. However this doesn't stop him picking up bonus weapons hidden in the masks spread through out each level. There are two types of weapon available - normal and projectile. Normal weapons are held in the hand whilst projective weapons have the advantage of long-range fire (ammunition is limited though). Only one weapon of each type may be held at once. The weapons available are detailed here:

NORMAL WEAPONS

HAMMER: A long handled [illegible] instrument of destruction which [illegible] knackers with one blow. Try not to get the hammer weapon by [illegible]

KNIFE: The bog-standard weapon. Low powered with very close range. Get out of [illegible] and try not to pick up [illegible]

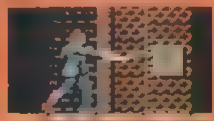
SWORD: Not much more powerful than the knife, but it has a decent range so enemies don't tend to get as dangerously close.

AXE: Same itchy range as the knife but destroys most enemies with a single blow.

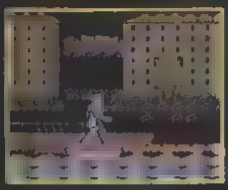
PROJECTILE WEAPONS

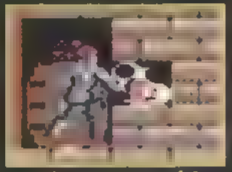
BOMBS: Unpredictable flight [illegible] make these bombs difficult [illegible] especially as they [illegible] too. However [illegible] don't [illegible] the

BOOMERANGS: Fast moving throwables which return before reaching the edge of the screen thus [illegible] the range. Damage is pretty low but you get plenty of boomerangs for your [illegible]



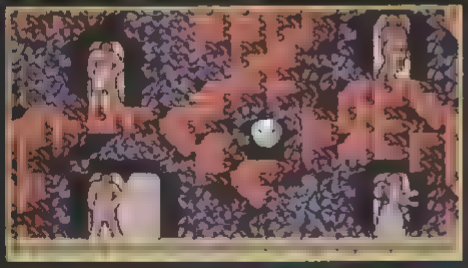
PISTOL: [illegible] best [illegible] the game. The damage [illegible] probably the lowest of all but the gun is quick [illegible] you are rewarded with [illegible] for each car[illegible]

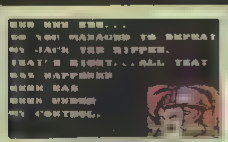


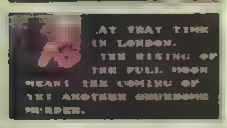


▲ *Fardy uncovers one of the many hidden bonuses.*

▼ *Mind the dummies, Marlon.*





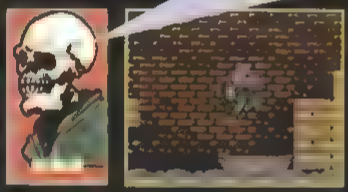


▼ *In a fit of pique, Ray lunged for Lord Charles.*

Fly, fly you fool!

COMMENT

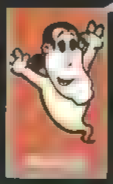
Master System-owning Castlevania fans should be cock-a-hoop over Master Of Darkness, for other than the cosmetic changes this is pretty much the same as the classic Konami games! Still, it's no bad thing as there's nothing of this ilk around on the MS anyway, and it's made all the more forgivable by the high quality of the finished product. The presentation of Master Of Darkness is superb, with the gorgeous intros and intermissions and the fantastic graphics. There are loads of little touches all over the place such as torn posters fluttering in the breeze, the ouija board spelling out continue messages and some recognisable landmarks in the parallax backgrounds! The sound is excellent too, with the tunes being particularly impressive. The gameplay itself is brill. The controls are responsive and the action comes thick and fast. When you're not busy fending off ghouls and zombies there's a tricky platform arrangement to negotiate, along with scores of secret rooms to discover! Master Of Darkness is easily one of the best Master System games released in a long time, so leg it down to your local software emporium now and grab themselves a copy.



▼ Ferdinand's ouija board gives him clues, hints, and even resurrects him when he dies!

COMMENT

With the similarities to the Castlevania series aside, Master of Darkness is an outstanding piece of software! The cart is crammed full of brilliant intermission screens and attention to detail that is so often omitted in most releases. The game plays so smoothly too with the learning curve pitched just right to allow for a few clumsy mistakes at the beginning of the game, with virtually no room for forgiveness later on. Master of Darkness drives a huge stake through the hearts of all the parasitical platform games on the Master System that offer nothing new to explore and become boring very quickly. Each end-of-level guardian is lifted from classic horror stories and provides Dr Social (Dr Social?!) with a chilling dialogue before launching their unique, diabolic attacks on him. With the exception of Jack the Ripper, such attacks are very clever and imaginative though not much of a challenge. The majority of the enemy sprites are large and detailed, a pain in the neck and a pleasure to excorcise. Accompanied by some ghostly music and ghoulishly great sound effects, the whole presentation is almost perfect. Basically Master of Darkness is good, sinister fun and an excellent showcase for the Master System whose sell-by date, judging from this, is a long way off yet!



▼ 'Tis Saucy Jack - the Ripper himself!

HONEY, I SHRUNK THE ZOMBIES

Master Of Darkness fans who'd like to see the game shrunk down to miniature and portable size so as they can play it on the move have cause to be happy. For indeed, Master Of Darkness is soon being converted to the small screen of the Game Gear, courtesy of the some programming team responsible for the original. So far it looks like an exact replica of the Master System version, and hopefully it'll

PRESENTATION 92
▲ Seven intros and [illegible]
▼ No options...

GRAPHICS 90
▲ Detailed sprites and backgrounds, good animation and great use of colour.

SOUND 90
▲ Brilliant tunes and spooky sound effects.
▼ Some tunes are rather short and have poor endings.

PLAYABILITY 93
▲ Smooth, fast and responsive. Great fun to play.
▼ Lack of challenge, though, [illegible]

LASTABILITY 91
▲ It gets very tough after a couple of levels.
▼ Infinite continues take some challenge out of it, but even once you've finished it, it's likely you'll go back to it.

OVERALL 92
Although not exactly [illegible] in originality, Master of Darkness is a [illegible] you'd be a fool [illegible] Boy! Buy you [illegible]

GET BEYOND GAMES WITH

CU AMIGA

CU Amiga is packed with everything you'll ever need to know about your Amiga.

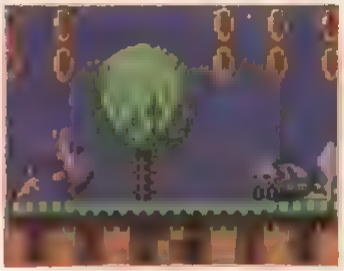
Bursting with help and ideas, CU Amiga gives crucial advice on peripherals,the best buyers guides and the ultimate in hardware coverage.

CU Amiga. The definitive monthly guide to your Amiga complete with a high quality disks available from all good newsagents

GAME GEAR ROUND-UP

Welcome to the all-new Game Gear round-up feature! Contained within these pages you'll find all the latest releases for Sega's colour portable wonder. We've got a top low-down on Sonic II, a review of Chuck Rock and Super Off-Road and... loads more besides! Examination of these fine pages is required for the full Game Gear picture! As Kriss Kross would say, "check it arrgght!"

SONIC THE HEDGEHOG II

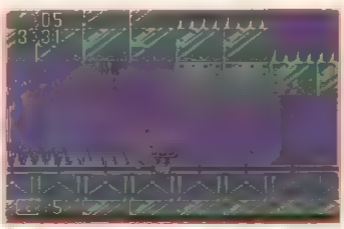


Life is tough when you're a budding video game star. Old favourites such as Alex Kidd and Wonderboy have fallen by the wayside, with only Robocod being able to hold his own in the first division struggle dominated by Sonic and Mario. Imagine then the heartbreak of rising young star, Tails. Hyped up as the next big thing to hit Sega's consoles and given the choice co-starring role in the major new Sonic release, poor old Tails (aka Miles Prower - groan) has been kidnapped by the wicked Doctor Robotnik just hours before his Game Gear debut.

Now it is the job of everyone's favourite blue hedgehog to zoom to the rescue, saving all the innocent bunnies and birdies who are also in Robotnik's clutches along the way. Thus runs the plot for Sonic 2, surely one of the most eagerly-awaited Sega games ever. All right, so it's a bit of a cop-out way of avoiding having to put Tails in the main game, but the programmers have made up for this by revamping the graphics and making the game run even faster! Will you ever reach the end?

▲ Confront the CD of Doom.

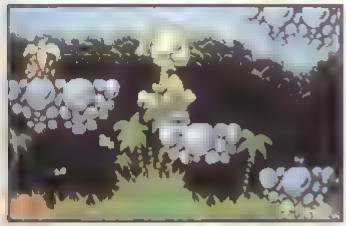
▲ Lionel Ritchie frolics here.



Trolley, trolley you fool.

PAUL I enjoyed playing Sonic 2 on the Master System and this version is almost identical. There aren't that many games that measure up to the class of the first Sonic game on the Game Gear but this sequel really does its predecessor proud. The game itself is actually much faster on Sega's portable and the music that greets you upon reaching the end-of-level-bosses has been improved too. Furthermore the difficulty setting has been raised slightly but this isn't the only factor that contributes to Sonic 2's high level of challenge. The field of vision has been reduced considerably so that it is impossible to see where Sonic is going. The very first boss is almost impossible to beat because you need to use ESP to determine where the bouncing bombs are about to appear from next! Although most of the game is only slightly affected by this flaw there are times when it is extremely annoying. Apart from that Sonic II is still a great game and you'd be silly to pass it up.

CHUCK ROCK



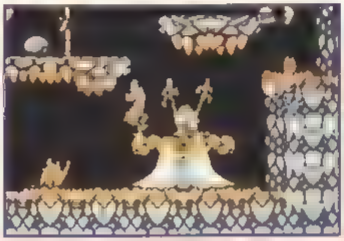
▲ It's Dance Workout with Chuck!

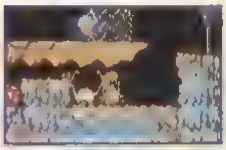
This conversion of the Master System game remains much the same. The twisted Gary Gritter has kidnapped Chuck Rock's fair wife, Ophelia. It's down to you, controlling Chuck, to run around various prehistoric platform environments, doling out rock-related justice to the many beasties in your search for Gritter.

Aiding your cause is Chuck's enormous belly. This can be lashed at will towards any enemies, hopefully slapping them off this mortal coil! However, if you're more inclined towards more conventional methods, a decent flying kick is available! You'll need to master every one of these attacks, along with the use of rocks, especially against some of the enormous bosses Gritter has cunningly positioned at the end of each major level!

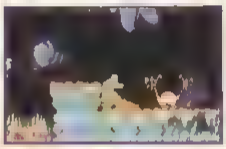
PRESENTATION	79%
GRAPHICS	83%
SOUND	87%
PLAYABILITY	91%
LASTABILITY	90%
OVERALL	90%

RICH I really enjoyed the Megadrive and Master System versions of this game and find that this conversion remains just as playable as its big brothers! The graphics are smart with decent animation on the sprites and good backdrops. The sound consists of some cool tunes and decent effects. However, it's the gameplay that really matters, and Chuck Rock certainly delivers. As far as Game Gear platform action goes, you can't do much better than Chuck Rock.





Gumph! A slime beast!



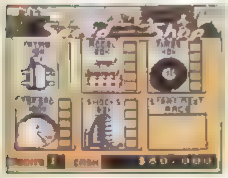
SUPER OFF-ROAD

Ever fancied jumping into a massive 4x4 truck, burning around a wide range of off-road tracks? You have! Well, look no further - Ivan "Ironman" Stewart's Super Off-Road is the game for you! This game (converted from the Leland coin-op by top coders, Graftgold) is played a lot like the classic Atari coin-op, Super Sprint. However, Super Off-Road is far superior to that aged game, containing loads of power-ups to boost the performance of your truck. As you might imagine, the basic aim of the game is to win races. The prize money from these races can be used to buy new equipment or power-ups in the Super Off-Road Speed Shop.

Adding to the high-speed, mega thrilling excitement is the addition of a two-player mode. This enables two Super Off-Road owning Game Gear nuts to link their machines together and compete in the championships together. Keep on truckin'.

PRESENTATION	76%
GRAPHICS	88%
SOUND	84%
PLAYABILITY	91%
LASTABILITY	89%
OVERALL	91%

▲ Brrm! Brrm! Chuggachug!



▲ Funny, there's no...

RICH I'm not really keen on the coin-op, but this conversion is excellent, incorporating every feature of the coin-op (apart from the three-player mode!). The graphics are great - boasting vast amounts of detail and great colour. As you can probably imagine, the action doesn't take place on a single static-screen like the arcade version. This translation of the game features super smooth scrolling, zooming in on a large proportion of the track. Audio-wise, the game's pretty good. The effects are a tad weak, but all of the coin-op's tunes are there, more than making up for it. The gameplay does become quite repetitive after a while, but it's just such good fun to play, it should keep you coming back for more months after you've bought it. There's definitely a lack of decent race games available for the Game Gear, but Super Off-Road seems to fit the bill quite nicely. Highly Recommended.

▲ Mind the jostling reckless drivers on the start line, Marlon.

GAME GEAR ROUND UP

OUTRUN EUROPA

Simeon Kurtz, secret agent, has a problem There he was, living it up in the Illusion Confusion night-club, celebrating the end of another mission when suddenly, enemy forces purloined his Ferrari F40 sports car - complete with the recently appropriated secret plans he d risked his life to get hold of! Being the cunning secret agent that he is, Kurtz decides to give chase, and so begins the game known as Outrun Europa There are five different stages of high-speed racing action as Simeon desperately attempts to retrieve the stolen plans Many means of transport are available to him, including a motorbike, jet-ski and Porsche! Only at the last level do you have the opportunity to reclaim your Ferrari and deliver the plans

	78%
GRAPHICS	71%
	73%
PLAYABILITY	67%
LASTABILITY	68%
OVERALL	69%

RICH Outrun Europa is a very close conversion of the Master System game that we reviewed in MEAN MACHINES exactly a year ago. The problems remain the same. The gameplay is just too repetitive, with many [illegible] level apart from the graphics. The graphics themselves are quite dull and the 3D effect jerky. As road racers go, it's not awful, it's just very average.

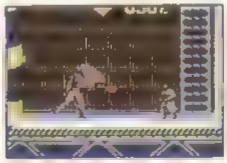
Hey! Come back with my video!

THE TERMINATOR

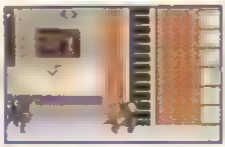
Kyle Reese has been sent back in time to prevent the murder of young Sarah Connor at the hands of the cold, logical killing machine, the Terminator! Connor is due to give birth to the future leader of Earth, and the machine rulers of the 21st century are attempting to stop that at all costs! It's down to you to control Reese and first of all reach the time machine that takes you back to Los Angeles, 1984
Once there, you have to avoid the clutches of the local police force and rescue Sarah Connor from the Terminator After that, it's a case of keeping as far away from the cyborg as possible, until you confront him at the Steel Plant at the game's finale! This is presented in the game by a series of scrolling platform environments that Reese traverses, blasting everything that crosses his path!

PRESENTATION	91%
GRAPHICS	90%
SOUND	86%
PLAYABILITY	82%
LASTABILITY	82%
OVERALL	82%

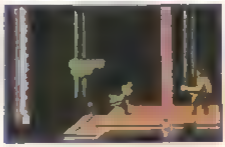
▲ Kriss Kross'll make ya...



The Tentacle Folks return



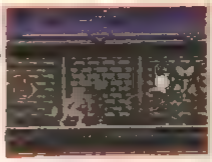
▲ Yoinks! A Terminator!



▲ Boogie down at Tech Noir.

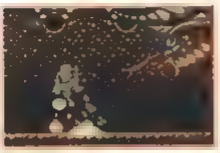
RICH I found the Master System version of this game to be excellent and this is almost exactly the same, with brilliant graphics, decent sound and a real challenge. Unfortunately, the screen size is a lot smaller and the game runs faster. This means that meanies tend to rush on-screen and nab you with little warning - a real problem that the Master System version didn't have. However, once you get used to the pace and find ways around the problem, you soon find yourself getting engrossed in the game. The Terminator isn't a classic release, but it's great fun, quite tasteable and above all, entertaining!

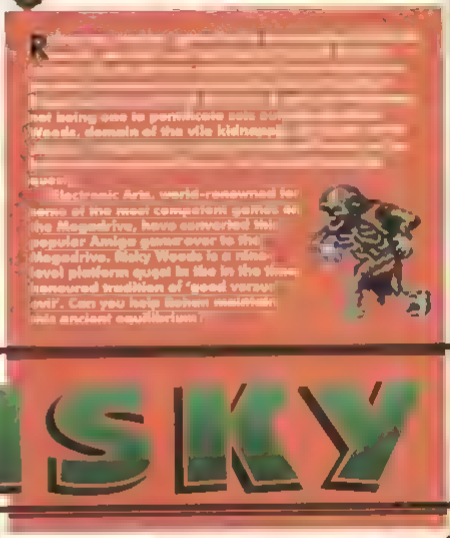
In the beginning
there was Void



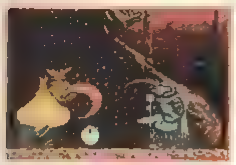
▲ Rohan frees his colleague.

Rohan is set back again.




R
Electronic Arts, world-renowned for
Megadrive, have converted their
popular Amiga gamer over to the
Megadrive. Risky Woods is a nine-
level platform quest in the in the time-
honoured tradition of "good versus
evil". Can you help Rohan maintain
his ancient equilibrium?
RISKY

The hills are alive...



▲ Rohan, just coining it in!

UGH! IT'S... IT'S HORRIBLE!!

At the far reaches of stages two, four, six, eight and nine there lurk hideous creatures of immense power. Goodness knows what they are supposed to be, most probably demons from another dimension. What we can tell you is that the first boss is a vast abomination with swarms of minor denizens flying out of its belly. Rohan has to muster all his courage and guile if he is to see this final nasty off.

▲ Achtung! Der brucke!!!

▲ Xzzzz.....zzzzzz.....zzzzzzz.

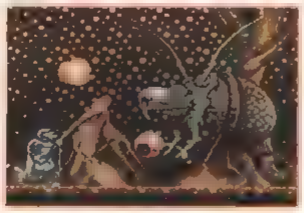
ANIMAL, VEGETABLE OR MINERAL WORK?

One of [illegible] anticipated [illegible] required [illegible] by shattering their stone tombs with his weapon. Once free, [illegible] fall on their immediate surroundings causing everything evil to [illegible] Drassa has anticipated Rohan's ingenuity and has also encased a number of evil monks in stone. Such wily worshippers of the dark also cast spells that damage Rohan along with the rest. Ooyah!

WOODS

SURVIVAL OF THE FITTER.

At various points throughout Rohan's journey he encounters an ornate looking bird-like statue mounted on a hollow plinth known as a Gatekeeper. The gap in the plinth is reserved for a key, the two halves of which are secreted at various locations in each level. Whenever Rohan confronts the Gatekeeper, inserts the key and 'chants' the incantation dictated by the statue correctly, the Gatekeeper crumbles and Rohan is permitted free passage to the next sheet. A bonus feature of the Gatekeepers is that they dispense various useful weapons as they expire. How handy!



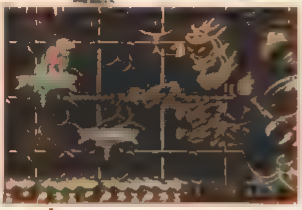
▲ Eat this yer gert red-eyed monster!

PAUL

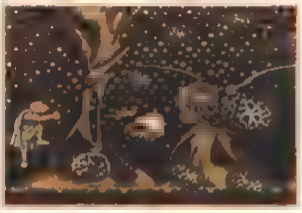
COMMENT

Although this may look pretty cool from the screen shots it actually plays like a wet Sunday afternoon in Rochdale. Take away the glitter and all you're left with is a below average platform game offering nothing new. In fact Risky Woods lacks many elements that have made the most popular platformers a success. All that is required of Rohan is to trundle slowly over whatever viewpoint is in his possession at whichever is to his way. The only interesting feature that is included is the 'Chant' triggered gatekeepers, but the odd game of 'Simon Says' fails to redeem the general tedium. There are only four main levels to dispose of, and they only take a couple of minutes to complete. From then on the game is as featureless as any level. Risky Woods mimics of a straightforward-ever from computers! It already cannot hold its own against some of the superior arcade quality titles available for the Megadrive.

REVIEW



▲ Honey, I'm home.



Here, boy. Catch. Good boy!

TOOLS OF RIGHTEOUSNESS

Should Rohan be dissatisfied with his current standard weapon, then the Gatekeepers' selection helps solve that problem. However, it is worth remembering that any weapon picked up whilst the same one is being carried effectively doubles tively be tripled in this way. Here is the complete list goodies:

● **[illegible]**
Closely resembles the knife that Rohan c[illegible] the start of the game. The difference is that these babies are much more powerful.

● **[illegible]**
The benefit of this piece of kit is that it takes out enemies from behind. Go-er! It's razor-sharp edges do a nice job of it too.

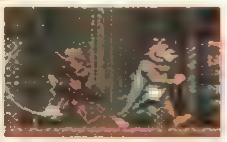
▲ **[illegible]**
[illegible]s - plain and simple.

● **[illegible]**
Night or day this weapon's sure to bring stars to the enemies eyes.

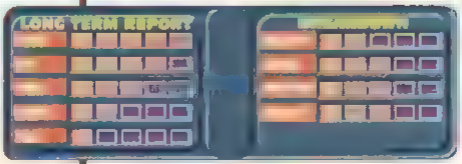
● **AXE**
These are the boys for causing the most damage. Though Rohan has to take their arcing path into consideration otherwise they fly wide of their targets and do the least damage!

COMMENT

On first glance, Risky Woods doesn't look much cop. The backgrounds are a bit on the bland and basic side, the main sprite's a bit of a bumbler - not the florid grace you'd expect from this type of hero - and it just doesn't appear that new or interesting. But it's one of those games that grows on you and after a few goes, just when you're expecting to yawn, you actually start to get into it, then you begin to leave fun and pretty soon have already putting it down - curiouser and curiouser it controls really well and there's lots to do, pick up and kill and there's some nice little touches like the gargoyles who play you a tune when you have to repeat to proceed. Some of the end-of-level jobs are whoppers although sadly, many are far too easy to waste. Overall, it's not a great game but there is some fun to be derived from it.



Behi-ind yo-ou....!



77

▲ Quite a nifty looking title-screen and the almost obligatory sound test/control configuration option screen.

90

▲ Risky Woods abounds with the most attractive looking sprites and scenic backgrounds.
▼ Everything looks so right and natural.

86

▲ The music is very clean and polished and supports the game well.
▼ But it is all so computer-like and unimaginative.

75

▲ The reasonable level of challenge and desire to experience all the other levels is incentive enough.
▼ Sadly the range of tools that are demanded of Rohan is small.

72

▲ There are nine levels to battle through which should take most players a while to explore.
▼ The continues available are just enough to ensure a speedy victory.

OVERALL 74

The loss of this kind of thing that sees the light of day on the Megadrive the better. Not that it's altogether that bad but the incentive is capable of so much more.

then there was

1-2 PLAYERS

PRICE

BY SEGA

RELEASE NOVEMBER

CONTROL:JOYPAD
GAME DIFFICULTY:MEDIUM
CONTINUES:THREE
SKILL LEVELS:THREE
RESPONSIVENESS:CLUMSY

HOW TO CONTROL

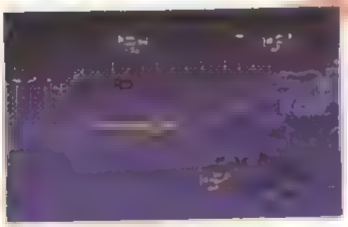
TALESPIN

Water barrel o laughs!

It's tough being a fading movie star; the offers start drying up and that promised starring role in Indiana Jones 4 just never seems to arrive. All that's left are Mauser [illegible] Smith as it is, [illegible] his legs [illegible] bright [illegible] employment.

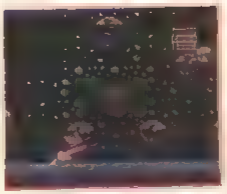
You [illegible] manage [illegible] Hire' [illegible] hard [illegible] win an [illegible] that [illegible] ennemies [illegible] just [illegible] to [illegible] to [illegible] is [illegible] tion [illegible] Khan [illegible] back [illegible] pick [illegible] ape [illegible] lead by the evil Don Karnage.

This new two-player game from Sega puts you in control of [illegible] as they wade through swamps, batteries atop rocks and flee Don Karnage in a race across the skies to locate the precious cargo.

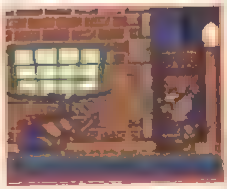


▲ Big Chief Thunder Cloud.

▲ Achtung!! Stukagruppen!



▲ Doing the 'Dave Kelsall'.



▲ Paddle-ball poundering.

Look Mummy, I'm as tall as a house.

▲ Baloo gets crabby as Kit nips off.

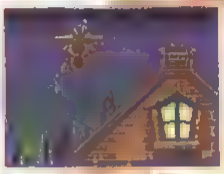
DUCKIN' & A DIVIN'

Collecting the cargo is one thing but transporting it back to base is another problem entirely. When the azure-blue skies are swarming with the air pirates of Don Karnage. Baloo and Kit have really got their work cut out. As Baloo pilots the Sea Duck in a stomach churning display of aerobatics the hapless Kit is left to trail behind on a flimsy Air Foil. Gulp.

ONE-PLAYER GAME: Those who choose to play Baloo have things relatively easy. Tackling the air pirates is simply a case of the standard UP, DOWN, LEFT, RIGHT and FIRE tactics and ignoring his partner's plight. Kit's ordeal is just that little bit harder because he controls the movement of the Sea Duck as well as the Air Foil.

TWO-PLAYER GAME: Co-operation of the highest order is necessary when separate players are in control of the two aviators. Player one, as Baloo, bears the most responsibility as the fate of Kit lies in his piloting paws. Kit, meanwhile, is left to depend on his Air Foiling finesse and Baloo to preserve his fur.

Well that's just charming!



Oomph!

THE MOBILE KIT

Because of his diminutive stature Kit holds the advantage over Baloo in the clambering stakes. Kit is noticeably more agile and is far better at gadding about the platform scenes than his corpulent partner. The most obvious talent is Kit's ability to spring from deep waters onto nearby platforms. This saves much time messing about taking the long way round in some situations. Baloo's only advantage over Kit is that his paddle-ball is better at taking out the opposition - and he can hold his beer better.

▲ Yes? What do you want?

▲ Eat rubber yer magnet tatin stoat!

COMMENT

Full marks to Sega for offering something unexpected with TaleSpin, namely the shoot 'em up sections. The exploration parts of the game would work well too if it weren't for the awful faults in the programming. There is some dodgy logic going on here. It starts with some ridiculous concepts in the gameplay department and reaching new peaks of unfair collision detection in some situations. The fountains and fire hydrants are the culprits in this area. One of the most ridiculous problems that springs to mind is the way that water from a fire hydrant causes both Baloo and Kit so much damage, whereas swimming under-water in the caves causes no problems at all. In a two-player game the person controlling Kit plays a sad second fiddle to Baloo and is encumbered by his bumbling antics. Surely the split-screen type feature of Toe Jam and Earl would work better. I fear that the furrow in my brow from prolonged playing of this game may require plastic surgery for its removal because TaleSpin is so annoying. Experience Mickey and Donald's World of Illusion for a more satisfying escape from reality.

▲ The hydrant of doom.

REVIEW

LEAVING SO SOON?

When the boxes of cargo are collected it's time to move on to the next location. The bears pass through the customs office en route to their aircraft and are accosted by an irate customs officer. There is a different officer in each country, every one sporting his own weapon with which to tan the bears' hides, so don't expect Baloo and Kit to get away with the same tactics every time. Mindlessly hammering away with the sling shot or paddle ball just doesn't work.

LOOK FOR THE BEARS' NECESSITIES

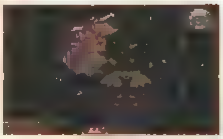
The problems presented to Kit and Baloo in their search for cargo depend largely on the nature of the location in which it's found. The very first tentative steps in the Caribbean are greeted with aqueous chy quick sand and collapsing bridges. From then on the challenge of the natural surroundings becomes greater and require more thought regarding the best route to take. Quite often there is more than one path to the customs office from the starting position and so careful consideration saves much wasted time.

BOX CLEVER

There are many occasions when both Kit and Baloo encounter a platform that appears tantalisingly out of reach. This is where a spot of ingenuity comes in very handy. Scattered around the various locations are empty boxes that function as portable steps. The two bears may carry up to three boxes at a time and drop them at strategic points to access all areas. Wise use of these steps uncovers such goodies as extra lives.

COMMENT

The basic concept behind TaleSpin is quite good, splitting the action between platform and shoot 'em up levels. Sadly, the implementation is dire and spoils everything. The controls are unresponsive and "floaty", with Baloo drifting around like a ghost. The collision detection is very bad indeed - there are certain enemies who require only a single hit to kill, but no matter how hard you try you can't hit them for toffee. The last straw must be the stupid two-player mode. Having Kit dragged along after Baloo is very frustrating, especially if the Baloo player makes a mistake and the other player pays the price for it. There's loads of cartoon platform games out there, including the spectacular World of Illusion, and the all right shoot 'em up bits don't do nearly enough to warrant the purchase of TaleSpin.



▲ *This part's a bit 'rock' innit?!*

PRESENTATION **77**

▲ An attractive cartoon-like introductory story. A selection of options available to tweak.

▼ Nothing outstanding though.

GRAPHICS **79**

▲ The images from the cartoon are easily recognisable in their video-game forms.

▼ Poor animation. The shoot-em-up sections look quite tragic!

SOUND **80**

▲ Happy tunes and amusing effects spit the attempt at a joyful game.

▼ The tedious gameplay is such that the melodies start to grind on the nerves.

PLAYABILITY **44**

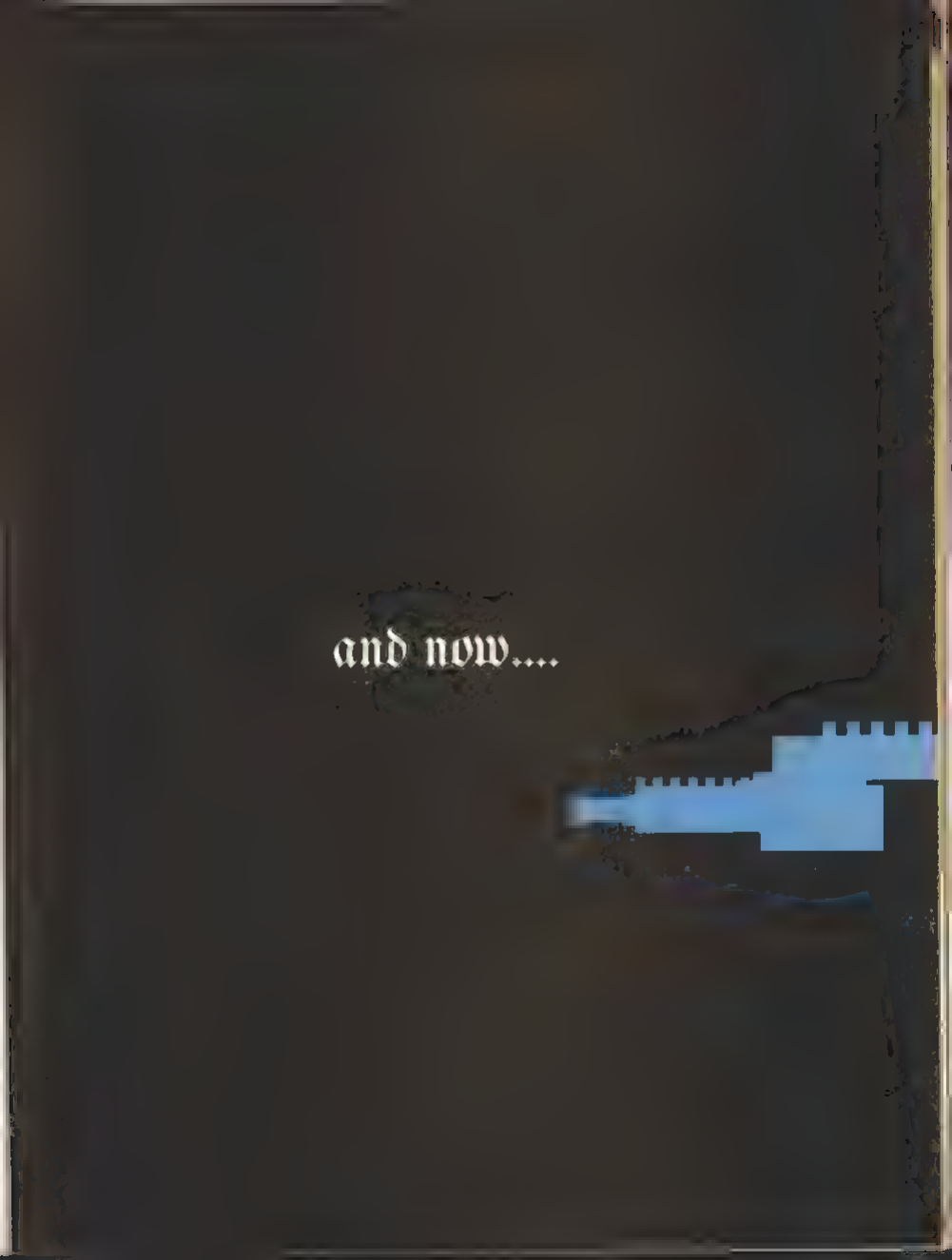
▼ TaleSpin lacks fluidity in its dreadful playability caused by poor collision detection and stupid game design.

LASTABILITY **57**

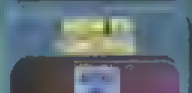
▼ TaleSpin's appeal is severely marred by the lacklustre playability and so its long [illegible] limited indeed.

OVERALL **59**

A great license opportunity put to waste. TaleSpin makes a couple of brave attempts at new ideas that are sadly let down by a constant lack of playability.


and now....

REVIEW



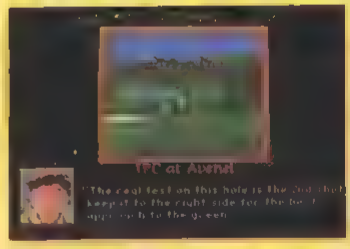
PGA TOUR

A crowd jeers at the futile gestures being made from the confines of the bunker as another victim tries to drive his ball from the sand. The rains poured and the thunder roared to the tumultuous downpour of the summer showers. It is a far cry from the sun drenched golf course of Sawgrass where the PGA Golf tournament is taking place in all its glory.

Golf is a fine game and a potential Aladdin's cave of phenomenal prize winnings and world recognition. Unfortunately, for us Brits, the weather in England is so changeable that the luxury of a near perfect range of courses is denied us. Sometimes the Americans have all the luck! They also have the best golf courses and steaming great wads of cash to speak of which is why the PGA Tour is so popular. Electronic Arts gave Megadrive owners the chance to experience the thrill of competing against the pros last year with their extremely authentic approach at a video game golf simulation. This month sees the release of PGA Tour Golf II, the imaginatively titled follow up to the its successful forerunner. With some new features and three additional courses to test the mettle of the most dedicated golf addicts, PGA II looks like it may steal the trophy as the best golf simulation on any system.

Let me get this straight. I hit this little ball into the trees, right?.. Hey, wait a minute!

That's us at the top of the list! Never heard of that chap who came in last though.



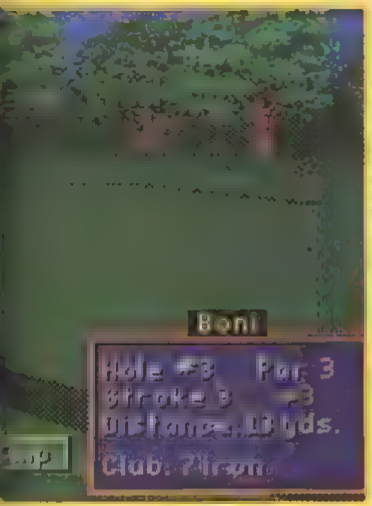
Very interesting ... Zzzz... Zzz.

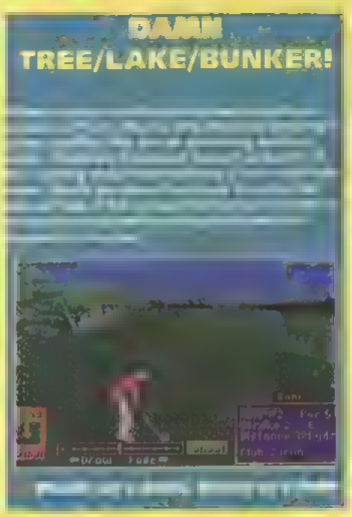
THE MINT WITH THE HOLE EXPLAINED.

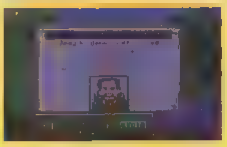
Playing the Skins Game in PGA II is an excellent opportunity to make a quick killing and thus rake in tons of cash. Two to four players are allowed to compete for cash over an 18 hole course with each one carrying a certain amount of moolah for the taking. As the game progresses so does the value of the hole or skin and a player is required to shoot the hole in fewer shots than his pals still be to claim the prize. Obviously more players mean the requirements much harder to meet. If one is tied then the skin is carried over to the next hole so that the next has two skins up for grabs and so on.

REVIEW

R GOLF II







▲ *Wanted: For laughing in the faces of useless golfers.*

Go o-on! Go-oon! go on!! Get in there! Don't you dare miss... Just that little bit..Yes!

COMMENT

PGA is another one of them there games that has no apparent faults, so why Electronic Arts have opted to produce an updated version is beyond me. After playing the game for some time, though, I must say that the changes have made a remarkable difference. The three extra courses are certainly nothing to sneer at and the Draw-Fade meter gives advanced players the chance to excel in ever finer golfing gameplay. Extra sound effects have also been included to some success. It is very rewarding to have somebody shout "Yo Man!" whenever a particularly hard, yet accurate, drive is successfully sent soaring off into the horizon. I doubt wether the Hole Browser's going to excite many people beyond the first half an hour but it's an interesting feature all the same. Unlike the recent John Madden's excuse of an update, not to mention the great Basketball rip-off, PGA II is definitely worth forsaking the original for.

REVIEW

HE WOULDN'T LET IT LIE.

▲ *What? Hit it as hard as I can? Oh alright.*

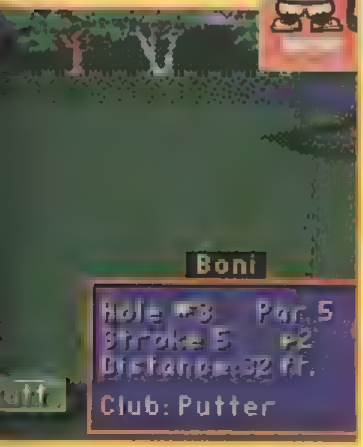
What do you know... it worked! Cheers!

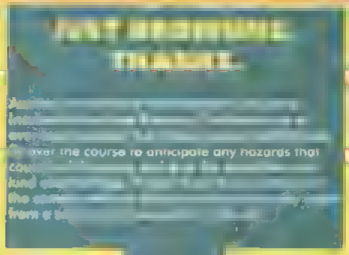
SO YOU THINK YOU'RE THE MASTER, EH?

For anyone who professes expertise on the courses of the original PGA courses on offer, Electronic Arts have programmed an extra three courses to put an end to this vile boasting. These are called Southwind, Eagle Trace and Scottsdale. Each one presents a greater amount of challenge than the previous four and so any would be console-Fred Couples have their work well and truly cut out for them now.

COMMENT

Hats off to the guys at Electronic Arts - they've managed to take the perfect golf game (PGA Tour Golf) and make it EVEN BETTER! I'm simply stunned! The first game scored so well because of the near-perfect playability. The sequel is just as good, but tinkers with the formula ever-so-slightly to good effect. New options, like the hole browser, are actually very helpful when it comes to setting up difficult shots. Multi-player PGA Tour Golf was one of the greatest pastimes you could partake in using the Megadrive, and in the sequel it's even better! The Skins game is particularly good and adds a great deal of suspense to the proceedings - there's nothing better than building up a whopping great Skin and then pinching it from your mate with a particularly jammy shot! Brilliant! EA have got a lot of stick lately for needlessly updating their products. In the case of PGA Tour Golf II, it's an extremely worthwhile exercise - this game is an ESSENTIAL purchase!





▼ Hole Browsing action always

PRESENTATION 93

▲ The sequel that has made PGA Tour Golf such a success in its Electronic presentation. The icon-driven [illegible] The speech [illegible]

GRAPHICS 92

▲ All the courses are convincingly drawn with the Browser view and Hole Browsing facility helping to give depth to the playing field.
▼ Better use could be made of the Megadrive's range of colours.

SOUND 90

▲ What with the sound mode and many excellent effects, the sound in PGA II is virtually flawless. An incredible atmosphere is sustained thanks to the sound.

PLAYABILITY 97

▲ Likewise the playability is without error, partly because of the excellent presentation and partly due to the sensible control method.

LASTABILITY 94

▲ Try as long as you're interested in the game of golf. The 9 skins tee par-less game mode!
There are seven different courses and three areas of play. So there's little chance of boredom!

OVERALL 95

Electronic Arts have managed to make the best even better. This is the finest example of golf on the Megadrive! Although it's only supposed to be an update, PGA Tour Golf II is far better than the original!

AMIGA

Commodore

Quavers

COMET

THE WORL

The worlds of Mario, Sonic, CD technology and Virtual Reality

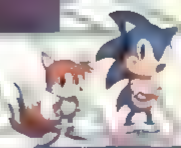
collide this December when Channel 4's [illegible] is transformed into a fantastic three day festival of fun, frolics and freebies at the NEC, Birmingham, December 4th, 5th and 6th. On the mega studio/arcade centre stage will rig, the GamesMaster will preside over celebrity challenges, golden joy stick competitions and give-ups from the console elation zone. Meet the GamesMaster star Dominik Diamond and get an eyeful of the sexy diver in the flesh!

Get your hands on [illegible] computers, hand-held [illegible] gamer related shen[illegible] simulators, go-kartin[illegible] football and bar-fly

GAMES

ELECTRONIC ARTS

Put your free tokens to good use in the mega-arcade on all the latest coin-ops. Use your IB pass to key into the high scores table, with rad prizes for the top players!



4TH 5TH 6TH DECEMB

TICKET HOTLINE 021-780 4133

...'S GREATEST SHOW

4 CHANNEL FOUR TELEVISION

GAMES

ocean

QUASAR

...well as consoles, ... and all sorts of ... flying flight ... cars. American

Gamesmaster Live! is an essential experience for all games fans, with hundreds of the very latest releases from all the top companies.

Gamesmaster Live! will be packed with big name celebrities from the worlds of pop, sport and train spotting (well probably not this last one!). Once you've bought your ticket all the features are absolutely FREE so you can save your money for all the latest and greatest bargains in the retail area.

...MASTER

...VE

Having your chance to play Quasar, the new action laser game. Enter the Virgin Quasar dome. Zap the headquarters and you will go through to the "head to head" challenge with lots of exciting prizes for the winners.

GamesMaster Club members will get a specially priced ...ticket. Simply quote ... when you order and have your membership number at hand when you phone the hotline.

VIRTUAL REALITY!

See what all the fuss is about on the linked SU machines! Blow the cack out of a friend or a complete stranger

4TH, 5TH, & 6TH DECEMBER 1992!

1992 - NEC BIRMINGHAM

Name _____

Address _____

_____ Postcode

Day Time Tel. No. _____ Evening Tel. No

Please send me _____ tickets at £6.00 each.

For 4th ☐ 5th ☐ 6th ☐ (please tick preferred date). Alternative date

enclose a cheque ☐ Postal order for £_____ Cheques payable to NEC Limited (GamesMaster)

Please charge my Visa ☐ Access ☐ American Express ☐ Diners Club ☐

_____ Expiry Date

Signature _____ GamesMaster Club Membership No

Please enclose a stamped address envelope. Post to GamesMaster Live! NEC Arena, BIRMINGHAM, B40 1NT. For credit card bookings, call the NEC Box Office on 021 780 4133. If you have any enquiries about ... tickets or ... please contact NEC Box Office. Cut off date for postal applications, 20th November 1992. Discount available for GamesMaster Club members, see newsletter for details.

PRICE: £64.99

BY: SEGA

RELEASE: AUGUST

OPTIONS

CONTROL: JOY PAD
CONTINUES: 2
SKILL LEVELS: 3
REPLICATION: EXCELLENT
GAME
DIFFICULTY: EASY, MEDIUM

1ST DAY SCORE

FINISH THOSE LEVELS

ORIGIN

Streets of Rage II is a fairly derivative scrolling beat 'em up, but has a lot of elements derived from Street Fighter II.

HOW TO CONTROL

HOW TO PLAY

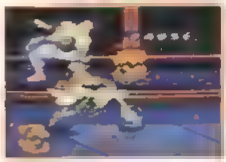
Traverse the Streets of Rage, kicking the ceremonial out of everyone!

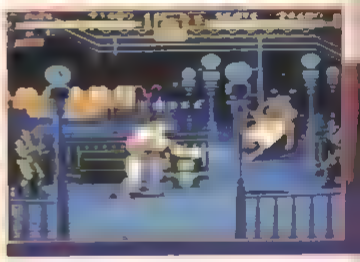
STREETS

Just when the City had returned to some semb ance of normality following the crime reign of Mr Big, the unthinkable happened . and how! Although the figurehead that was Mr Big was "removed" from "office", the machinery of organised crime remained, enabling one of the ex-kingpin's twisted leutenants to take up the reins of power However, this guy is ten times worse than Mr Big ever was once more the streets run cold with blood as organ ised crime sweeps across the city! To add insult to injury, this new figure of crime kidnaps Adam (he of the original Streets of Rage) and threatens a terrible vengeance if the police act against him!

It s down to two ex-cops, Blaze and Axel a ong with another couple of helpers, Max and Skate (who's actual y Adam's little bro'), to traverse the scrolling Streets of Rage, dismantling the criminal empire by beating up every one of its members! Hurrah!

Sounds similar to Streets of Rage II? Well perhaps it is but this time it's bigger and much, much better!





SCROLL-AROUND

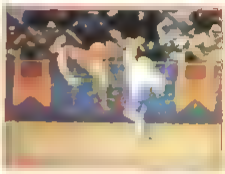
Rather like some of the levels. To see this effect (rather similar to the Turtles coin-op), take a look at the mega Sega video attached to this issue) which you probably have already.

DUEL IN THE CROWN

Adding to the fun [illegible] Streets of [illegible] up to one another in a two Street Fighter II type competition. Along with each character's plethora of special moves, there are also plenty of weapons lying about that the players can use to beat the seven shades of shinola out of their opponents!

REVIEW

OF RAGE II



▼ *Hmmm! Somewhat reminiscent of the Hurricane Punch methinks...*

DAMAGING TOOLS

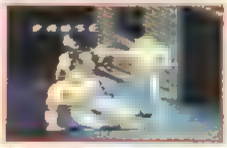
[illegible] against [illegible] either [illegible] [illegible] [illegible] game, so look out for the like of swords, lead pipes and knives! With every weapon you can attempt a basic attack or just chuck it at your foe for mega damage!

TWO-PLAYER ACTION!

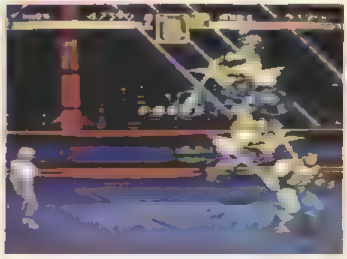
What with all of these massive sprites on screen [illegible] think that Streets of Rage would be one-player only like Super NES Final Fight. Not so! Two players can participate in this fine game in much the same manner as the first game. Just like Double Dragon, hitting each other inflicts large amounts of damage, so avoid it where possible!

COMMENT

Streets of Rage II is a truly arcade quality beat 'em up from Sega! And when I mean arcade quality, I mean a game that totally floods the spots off any Neo-Geo beat 'em up! The basic gameplay hasn't been changed much from the original, but the execution is far, far superior. The graphics are brilliant. Each character has brilliant animation and around 20 different moves (something to Sega) and the sheer amount of different techniques (all of them completely fab) will leave you gasping. The sound (from the guy who did the music for the original game and Revenge of Shinobi) has come up trumps with a totally stunning set of highly atmospheric tunes - you'll be stunned by their quality, I guarantee you. Streets of Rage II is simply the best scrolling beat 'em up you can get for a console and a bit unfair to compare it with Super NES Street Fighter II because they're different games). My only gripe is that it is too easy in EASY mode - leave it in NORMAL mode and you're in for a highly challenging, mega-quality game! Buy it NOW!



▼ *Max gives an impromptu breakdance demonstration*

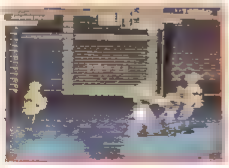


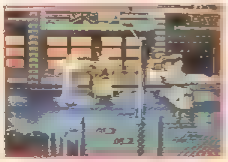
▼ *Something you don't see on Junior Kickstart*

REVIEW

COMMENT

Having had a quick scan at the screenshots, my initial reaction was, hmm, a snazzed up version of the original but with a few added extras. How wrong I was. This one eats the prequel for breakfast, spits it out and then comes back for more. The graphics are outstanding with massively improved, speeded up sprites, not a hint of slowdown when the going gets tough and a whole range of new moves and attributes- all different for each player. So if you're a bit of a speed freak you'd go for Skate or for Blaze if it's all round ability you prefer. The backgrounds are stunning, with stacks of animation, and the sound has improved ten-fold (it was damn good in the first one) with bowel-bustingly brill music booming at you throughout. Will my praise for this game ever stop? I don't think so. The arcade mode with eight sizeable levels and more goals to bother (including your mate if it pulls your fancy) then you can shake a stick at is entertainment enough but the addition of a duel mode where you can fight any of the other characters is just mega (Blaze can also fight Blaze etc without cheating so eat yer heart Streetfighter II freaks). Basically if you like beat 'em ups you have to buy this and if you don't like beat 'em ups, buy it anyway because this game will convert you.





RAMATIS PERSONAE

There are four heroes to select in Streets of Rage II, each with their own special abilities and offensive manoeuvres! Here's the list of characters you can control

BOSSES R US

A game like this isn't complete unless there are a good number of mega-tough bosses awaiting your fist-related attentions at the end of each level. Streets of Rage II more than delivers the goods with a knife-wielding maniac, as a very ... looking ... called Ele... who inflicts damage with the aid of her ele... whip! Ad... the corn... massive Ultimate Warrior looka... like bor... and is adapted to ... key, wh... uppercut ... unstoppa...

AXEL

Axel's spent the time since the end of the last Streets of Rage caper in learning even more martial arts skills. Even though he's still a dab hand at the old fisticuffs and headbutts, he's learned a few more special moves, including one that bears something of a resemblance to Ryu's dragon punch in Street Fighter II!

POWER 2
TECHNIQUE 3
SPEED 2
JUMP 1
STAMINA 2

BLAZE

Fearing another criminal onslaught, vigilante Blaze Fielding has kept in shape following the last Streets of Rage game. Without more she's learned a few more attacks including a somersault kick, a bit like Guile's in Street Fighter II, as well as a mega damage inducing short range fireball! Blaze is probably the best character of the lot

POWER 2
TECHNIQUE 2
SPEED 2
JUMP 2
STAMINA 2

MAX

One of the new boys in the neighbourhood, Max is a street tough customer whose power attacks are second to none. Unfortunately, owing to his not inconsiderable bulk, Max is a bit slow. One of his favourite moves is charging his enemies! Devastating!

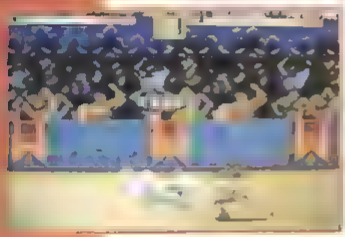
POWER 3
TECHNIQUE 2
SPEED 1
JUMP 1
STAMINA 3

SKATE

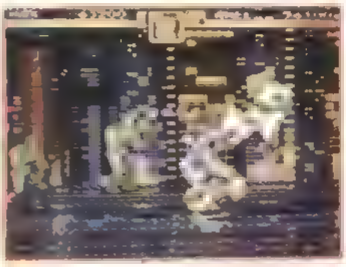
Make way for Skate, the brother of Adam, a streetwise kid brought up on the eponymous Streets of Rage. His speed and jumping power are superb, but his stamina and power levels are very dodgy indeed. His special moves are great. He jumps on people's shoulders and smacks their head in! Alternatively, a fab Dhalsim-style yoga spear inflicts multiple hits on his prey. Nasty

POWER 1
TECHNIQUE 2
SPEED 3
JUMP 3
STAMINA 1

Is that an iron bar in your hand or are you just pleased to see me? Listen, there's no time playing Twister - we've got places to go and people to kill!



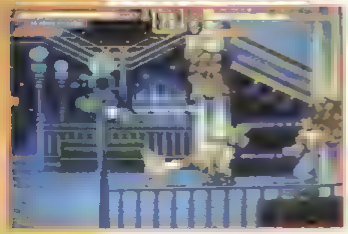
Don't you just love being in control?



Axel plays serious head games while Max takes a nap - get up fatty, you're needed!

That's it Max, kick a girl when she's down — big bully!

Blaze dear, this really is no time to swoon just because Skates is imitating a helicopter!



PRESENTATION 91

A brilliant range of options to tweak, along with a truly excellent, polished feel to the game itself. There are some nice presentation screens as well.

GRAPHICS 94

A vast range of sprites and backdrops, the quality of which will amaze you! The animation on each character you step around is also nothing short of astounding!

SOUND 97

The guy who programmed the music for the prequel has come up with a host of ace house tunes - probably the best ever on the Megadrive. The effects serve their purpose remarkably well too.

PLAYABILITY 97

Learning the ropes of beat 'em' and mastering the special moves is excellent fun and instantly addictive, while the duel mode contains that need for one-on-one combat.

LASTABILITY 95

Eight massive levels (each with sub-levels) and the two-player modes add to the fun!
-But use the EASY mode and you'll finish it in a couple of days.

OVERALL 90

Let's make no bones about it, Streets of Rage II is the greatest sequel we've seen for ages and is certainly the best scrolling beat 'em up ever to hit a home console!

LOOKBACK

JOHN MADDEN FOOTBALL

MACHINE MEGADRIVE - BY ELECTRONIC ARTS

John Madden officially endorsed this mega 3D American Football game which set new standards in the field of sports simulations. This game has spawned two sequels since it was released two years ago.

WHAT WE SAID THEN

JAZ: This is the most stunning simulation I've ever seen!
MATT: This game stunned all of us here at MEAN MACHINES as soon as we saw it.

PRESENTATION 96%
Superbly presented throughout, with easy-to-use menus, a one or two-player game and loads of options.

GRAPHICS 94%
Incredible multi-level parallax-scrolling 3D graphics and superbly detailed and animated sprites.

SOUND 95%
An array of excellent soundtracks, and utterly brilliant sound effects.

PLAYABILITY 96%
The controls take a bit of getting used to, but once you've read the well-written manual you'll be completely hooked.

LASTABILITY 92%
With its playoff and two-player options, this is a game that you'll be playing for months and months.

OVERALL 95%
A truly superlative sports simulation that's both highly addictive and technically stunning.

WHAT WE SAY NOW

JAZ: This is still superb, but has since been superceded by Madden's '92 and '93.
RICH: This would still be awesome if we reviewed it now, although John Madden '92 and '93 have the same gameplay but the original version has. Although this is still a fantastic game, you'd have to be crazy not to buy it when superior versions of the game are available.

ARNOLD PALMER'S GOLF

MACHINE MEGADRIVE
BY. SEGA

Adopting a 3D viewpoint, Arnold Palmer's Golf looks and plays well, incorporating just about every feature you've come to expect - animated golfers along with different clubs and courses

WHAT WE SAID THEN

JAZ: I think that any sports fan will find this both addictive and challenging - and your Dad will absolutely love it!
MATT: I recommend it to any one interested in a golf game

PRESENTATION 84%
Great picole of Arnie himself on the title screen, and professional presentation throughout.

GRAPHICS 81%
The animation of the golfers is of a high quality, and the trees are very pretty too!

SOUND 72%
The theme is truly awful, and will drive you up the wall in no time. But the sound effects make up for it.

PLAYABILITY 82%
Once the basics are mastered, it simply becomes a matter of improving the score. It's much more fun with two players.

LASTABILITY 84%
Although it lacks excitement, this game has true staying power, as you'll keep coming back to it to improve your par.

OVERALL 83%
More fun than Bruce Forsyth, better looking than Tarby, and more strokes than Cecil Parkinson.

DANAN: THE JUNGLE FIGHTER

MACHINE MASTER SYSTEM
BY: SEGA

Mixing Rastan-style gameplay with the tiniest RPG elements, Danan The Jungle Fighter received a distinctly lukewarm reception from our reviewing staff all those months ago

WHAT WE SAID THEN

JAZ: Jungle Fighter is an enjoyable and straightforward horizontally scrolling hack 'n' slash game
MATT: At the end of the day, Danan doesn't grab the imagination - we've all seen this too many times before

PRESENTATION 81%
Reasonable loading screen, and the conversations with characters are well presented.

GRAPHICS 72%
Pretty it samey graphics, but the scrolling can be jerky and some of the sprites aren't particularly lifelike.

SOUND 59%
Very boring aurally, with bog-standard sound effects and tunes.

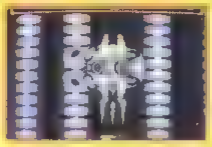
PLAYABILITY 78%
Interesting to explore, and the straightforward gameplay means it's simple to get into

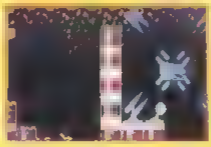
LASTABILITY 82%
Although the number of levels means there's a lot of game in there, there's not a lot of variety in the actual gameplay

OVERALL 72%
A worthy effort marred by lack of variety and poor animation.

WHAT WE SAY NOW...

LOOKBACK





HELLFIRE

MACHINE MEGADRIVE BY. TOAPLAN

Jump into your ship and blast until your heart's content along the horizontally scrolling landscapes. Hellfire was ranked as the greatest Megadrive shoot 'em up ever in issue three of MEAN MACHINES

WHAT WE SAID THEN

JAZ: It's not arcade perfect, in fact it's arcade better!
MATT: Hellfire is a flamin' good arcade classic!

PRESENTATION 90%
Lacking in pretty presentation screens, but Hellfire is supremely polished in the gameplay department.

GRAPHICS 92%
A huge variety of beautiful backdrops and sprites battle for the player's attention

SOUND 95%
Funky tunes suit the atmosphere no end. Brilliant spot effects thrown in for good measure

PLAYABILITY 94%
The Hellfire is so good to control, and the blasting action's thick and fast and full of surprises!

LASTABILITY 92%
Six tough levels to conquer, and three difficulty levels to sustain interest

OVERALL 93%
Simply the best shoot 'em up currently available for the Megadrive. Need we say more?

SUPER MONACO GP

MACHINE MEGADRIVE
BY SEGA

Jump behind the wheel of a Formula 1 speed machine and do race-related battle across every single track in the World Championship circuit - including the eponymous Monaco!

WHAT WE SAID THEN

JAZ: Super Monaco GP is an utterly superb racing game which is a must for your collection
MATT: I am amazed at this cart every time I load it, the graphics are so good

PRESENTATION 92%
Superb presentation screens, and a wealth of options.

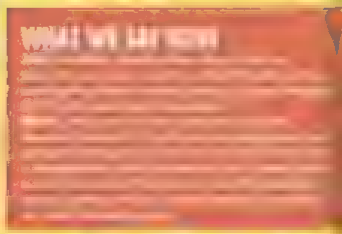
GRAPHICS 92%
Fast and thoroughly convincing 3D makes this one of the most realistic driving games around.

SOUND 85%
Good tunes and atmospheric stereo spot effects - wear your headphones when you play!

PLAYABILITY 95%
Easy to get into, and once you start racing it's very difficult to stop.

LASTABILITY 90%
Multiple cars and skill levels maintain the challenge - and the World Circuit will keep you coming back for more.

OVERALL 93%
A fast and utterly thrilling race game - one of the best you'll play on any home machine.

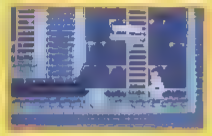


FEATURE

GHOSTBUSTERS

MACHINE: MEGADRIVE
BY: SEGA

Run 'n' leap around a platform environment, busting ghosts and buying top new equipment to aid your paranormal extermination business



WHAT WE SAID THEN

JAZ: Once you get used to the rather strange methods involved, ghost bustin' becomes an enjoyable and rewarding experience

MATT: The whole Ghostbusters phenomenon seems rather stale and boring these days, and I'm afraid the game suffers in the same fashion

PRESENTATION 84%
A good intro sequence and plenty of options.

GRAPHICS 84%
Cute, and highly detailed cartoon-style graphics - some of the baddies are superb. The backgrounds are weak, though.

SOUND 83%
Spot effects are adequate, and the 'Busters theme is accurate

PLAYABILITY 82%
Nicely balanced difficulty level makes this very easy to get into.

LASTABILITY 75%
Rather simple, but challenging gameplay provides plenty of fun - but it won't keep you occupied for months.

OVERALL 80%
A fairly enjoyable licence which should appeal most to platform fanatics.

WHAT WE SAY NOW

JAZ: The cartoon-style graphics are still pretty good, but there are loads of other platform games around which offer more fun and variety. Playability, lastability and overall down by 10%

RICH: As blasters go, this one's still fast and playable, but it's dropped overall down to around 77%, and is now around 5% off the other ratings.

WORLD CUP ITALIA '90

MACHINE: MASTER SYSTEM BY: SEGA

There's not really much we can say about this one. It's a soccer game, it scrolls vertically and it's cack. So there you are

WHAT WE SAID THEN

JAZ: The graphics are all out of scale (the men are nearly as big as the goal!), the ball movement is utterly unrealistic and the sound is dreadful

MATT: A football game that does not reward skill easily is no football game at all - and sadly that's the case here

PRESENTATION 83%
The starting screen is fair, and the team selection screen is rather jolly. Throughout the game the standard remains high

GRAPHICS 62%
Nice presentation screens, but the in-game graphics are gaudy and confusing

SOUND 58%
Whistles, cheers, and other spot effects - but they're very tinny indeed

PLAYABILITY 53%
Don't expect to play this long into the night - it's irritatingly difficult to control

LASTABILITY 39%
The frustrating controls and naff playability result in this quickly being relegated to the software shelf

OVERALL 51%
A very poor effort that's disappointing in the extreme - get World Cup Soccer instead.

WHAT WE SAY NOW

JAZ: A veritable stained lavatory pan of a game. Dreadful graphics, dire sound and playability [illegible] level of gaming. Presentation should [illegible] rest of the ratings down by 20%

RICH: Pathetic. World Cup Italia '90 was awful [illegible] even worse now. A footballing debacle even more farcical than shabby men England's simpering performance in the Euro championships. Takes 10% off each rating.

PREVIEWS

FLA

Poking your nose in where it's not wanted can land you in trouble, and in research scientist Conrad B Hart's case, it's landed him in the brown smelly stuff up to his eyeballs.

But then finding out that all the big noise of Earth's society - the politicians, generals and multi-millionaires - are all extra-terrestrials who've taken on the human form to infiltrate and dominate the world, is a fairly heavy secret.

After discovering the aliens' molecular density was so high that it went off the scale he couldn't keep it to himself, oh no, this clingfilm head to write a letter about it.

Needless to say, the aliens weren't too chuffed that their cover was being blown so they whisk him off, wipe his memory and leave him to rot in a high security hospital. On regaining consciousness, all he realises is he must escape, so conveniently finding a hover bike, he makes a bid for freedom but it comes to a bit of a shock when he's mugged on the almost as much as being shot down above the planet Titan.

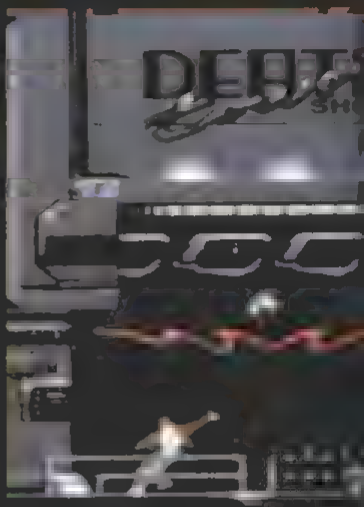
Anyway, enough of the scenario, let's get down to the nitty-gritty. It's Flashback from US Gold - rumoured to be one of the best games of the year and from what we've seen so far it's an absolute zinger.

The game starts off when Conrad awakes on the jungle-covered planet and fighting his artificially induced amnesia, begins to explore.

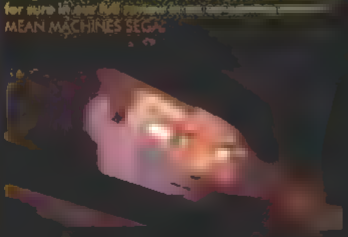
Pushing arcade adventure to the limits, you question characters for clues, wander through five huge levels, collect gadgets, earn cash, smack up aliens and walk, run, climb, roll, ski, chuck and dive your way back to Earth.

With a colossal 24 animation frames per second, scrumptious polygon graphics and cinematic style presentation, Flashback is looking like a real winner - in fact we reckon that it is destined to be one of the greatest Megadrive games ever. [illegible] for sure in our full review in next month's issue.

MEAN MACHINES SEGA

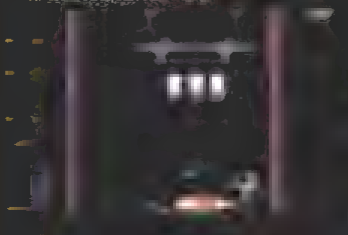


▲ MIND THE DANCING IDIOT OF DOOM



▼ ME RUNNING, ME WORRIED

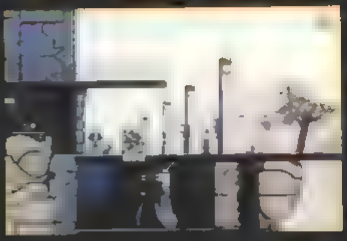
▼ HERE'S MUD IN YOUR EYE



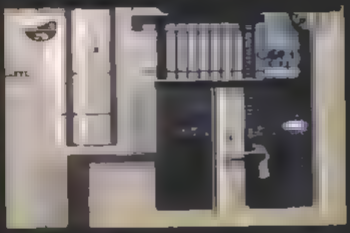
PREVIEW

ISHBACK

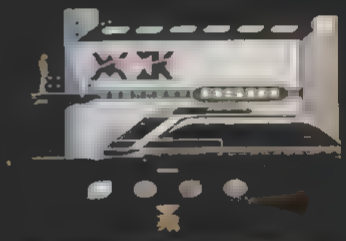
▲ TIGHTROPE WALK YOU FOOL...



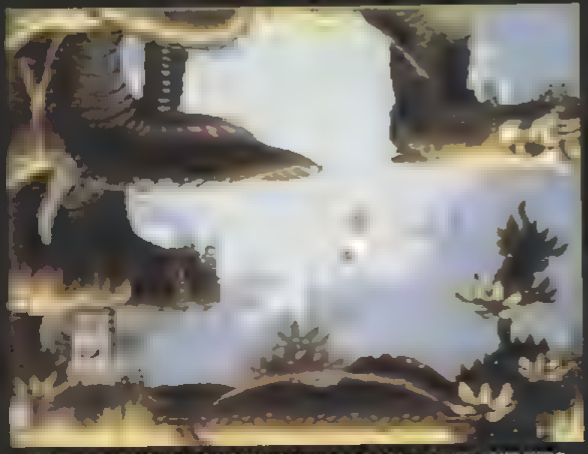
▲ ARGH, ARGH, HELL, BIG MUNDER, ARGH!



▲ OUR LAD PREPARES FOR HIS TETANUS!



▲ IT'S THE LAST TRAIN TO ASIA. YAWN



▲ LEAPING GRACEFULLY FROM LEAFY BOWER TO LEAFY BOWER, OUR HERO FAILS TANTALISINGLY SHORT OF THE TRESTOP VENDING MACHINE...

▲ IF I COULD JUST REACH THEM...

▲ ... AT LAST! MY KLEENEX...

Sonic 2 Boom!

Christmas has come early...

GamesCentre

...to Fri 10am to 8pm, Sat 10am to 4pm

Sonic2

	Club	Std
Megadrive	£29.99	£33.99
Master System	£24.99	£27.99
Game Gear	£23.99	£26.99

Sonic2

You just can't buy it cheaper

Call for our full range of Sega titles...
You can expect this discount on all games

Console Club

Membership Benefits:

Special Low prices for all games.
No Surcharges however you choose to order.
Valid for one year from date of first purchase.

How to join:

Just add £5.00 to your first order and become immediately from the special low club prices.

For credit card orders 10am to 10pm 7 days (not an answerphone)

071 618 0624

Cheques, Postal Orders to:

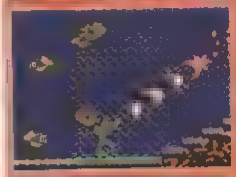
DataGEM Ltd
Department MEAN,
29 Pitfield Street,
London N1 6HB

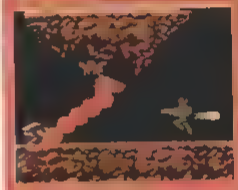
Overseas orders postage charged at cost
All orders taken subject to our standard terms and conditions. E & OE.

PREVIEW

DEATH DUEL

▼ Giving Puff the Magic Dragon what he deserves!





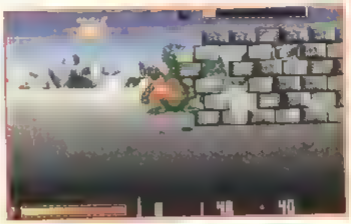
It's a fight to the death and you are the last chance the Federation is lost without you. The Galaxy's nine other Super Powers are hi-jacking the intergalactic flight paths, cutting off the food supplies your people are starving and there is only one answer - Duel

In this year of 2140 AD the Intergalactic Counsel has ruled that all disputes between Super Powers must be settled by a duel to the death

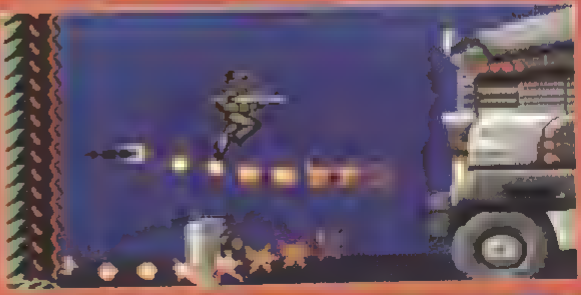
You play Barrett Jade, the pick of the crop and the only hope against the formidable likes of Shonox Meisail the Krag, (a green, scaly, dragon-type thing), Surb Eubistapcia the Slate (another green, scaly, dragon-type thing) and Kuros Tizrak the Ovinian Ogre (of a similar genre) - just a few of the evils you must face

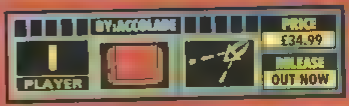
You're armed of course, sometimes inadequately but what the hell If you fancy upgrading your arsenal then pop down to Dr Throg's corner shop and pick up machine guns, missiles, laser guns, lob grenades, skimmers, energy rings, SloMo clouds, lob mines or rockets, as long as you've earned enough dosh, of course

The main aim of this Razorsoft Megadrive offering, which interestingly has a Not Suitable For Children Under 13 sticker on it, is to batter as many mutant scuzz-balls into the ground as possible, in a target practice type of way (ie setting sight your sight on the baddie and blasting like hell) Keep your sights trained on MEAN MACHINES for an in depth review coming soon



UNIVERSAL SOLDIER





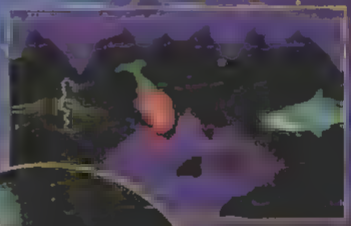
PREVIEW

LITTLE MERMAID

Ughhh! Water a stink! Seems like Billingsgate fish [illegible] Little Mermaid, mermumbo of the seas, complete [illegible]

It's time Ariel (its eponymous Little Mermaid) stopped brushing her golden locks, picking her pebbles and chasing tadpoles because her underwater [illegible] is in trouble and only she can help. Ursula, the egocentric Sea Witch is on the world's [illegible] and is determined to cripple the seven seas and rule the kingdom. To meet her evil ends she's transformed all the mer-folk into rather pathetic little polyps and kidnapped Ariel's dad, King Triton - eh no, it's still getting a bit tricky now!

But fear not, because the hard Little Mermaid is packing a piece and she's not afraid to use it. What is this fearsome weapon she carries? An Uzi? An anti-aircraft missile or maybe even a rocket launcher? Nope. What Ariel does when faced with the perils of her enemies is... SING THEM TO DEATH!



This girl must have a seriously awful voice because over four levels of cutesiness, sea urchins, skeletons, sharks and a variety of monsters fall at her feet at the sound of [illegible]

[illegible] Sebastian the crab and Flounder the fish around in times of trouble.

From what we've seen so far, The Little Mermaid [illegible] at the younger age groups. However, you'll just have [illegible] for the full low-down on this potentially promising title in a future issue of MEAN MACHINES SEGA!

BY: SEGA

PRICE: £39.99

1 PLAYER

RELEASE: DEC

MEGACOM

DISTRIBUTION LIMITED

CRAZY CHRISTMAS OFFERS NOW ON

STOCKS ARE LIMITED FIRST COME FIRST SERVED

CRAZY OFFERS NOW ON:

GAMEBOY SET ONLY £57 | **NEO GEO SYSTEM ONLY £220** | **SUPER FAMICOM NOW ONLY £115**

PC TURBO DUO + 5 GAMES ONLY £275 | **SUPER NINTENDO NOW ONLY £95** | **SEGA MEGA CD + 2 GAMES NOW ONLY £200**

SUPER NES + MARIO WORLD ONLY £120 | **SEGA GAMEGEAR SET ONLY £72**

WE STOCK ALL THE GAMES BEFORE ANYONE

SNES Simpsons only £40 · Sonic 2 only £30 · SF MICKEY MOUSE £43

UK SNES ADAPTOR ONLY £15 GAME PREVIEW VIDEOS £15

UK SUPER NES PAL TO SCART CONVERSION GIVES FULL SIZED SCREEN AND 100% SPEED, CAN RUN JAP GAMES, ONLY £30

ORDER DETAILS All orders received before 4.30pm are sent out same day. Cheques: Please allow 6 working days for clearance. We reserve the right to alter prices without prior notification. Shop prices may vary to those stated. All prices go are inclusive VAT and no charges at the current rate.

Monday Saturday 9am 6pm
After 6pm call 0602, 402452 orders only
STRICTLY WHOLESALE ONLY

37 Crossiands Meadow, Colwick, Nottingham. NG4 2DJ
TEL. (0602) 401725 & (0602) 402452
FAX (0602) 403097

EUROPES PREMIER IMPORTER AND EXPORTER OF JAP AND USA CONSOLES AND CARTRIDGES.

MEGACOM DISCOUNT

NAME
ADDRESS
COUNTY
POSTCODE
TELEPHONE
MACHINE OWNED
AGE

MEGA GAMES

MEGADRIVE	NEW
Alien 3	£34.95
Predator 2	£34.95
Tennis	£34.95
Captain America	£34.95
Wolfchild	£34.95
Super Impact	£34.95
ABI IV	£34.95
Krusys Fun House	£34.95
Slime World	£34.95
Green Dog	£32.95
Smash TV	£32.95
Chuck Rock	£34.95
Tasmania	£34.95
Dave Robinson	£34.95
Super Monaco II	£34.95
Olympic Gold	£34.95
Evander Hollyfield	£34.95
Dragons Fury	£34.95
Lemmings	£34.95
Splatterhouse II	£34.95
Terminator	£34.95
Turbo Outrun	£32.95
Kid Chameleon	£32.95
Alisa Dragoon	£34.95
Desert Strike	£32.95
F22 Interceptor	£32.95
Bulls Vs Lakers	£34.95
World Trophy Soccer	£32.95
NHLPA Hockey	£34.95
LHX Attack Chopper	£34.95
Death Duel	£34.95
Rahgazis	£34.95
RB Baseball	£34.95

MEGADRIVE	NEW
Galahad	£36.95
Atomic Runner	£32.95
Gemfire	£42.95
Robocod 3	£27.95
Star Odyssey	£40.95
King Asthon	£27.95
Gadget Twins	£36.95
Pigskin Footbrawl	£36.95
Universal Soldier	£36.95
Superman	£36.95
Outlander	£29.95
[illegible]	£42.95
Micro Machines	£36.95
Toxic Crusaders	£34.95
Indy Jones...	£42.95
Chug Bell	£34.95
Ooda	£36.95
Leaderboard Golf	£39.95
TMNT	£36.95
Uncharteared Waters	£48.95
Where Waldo Search	£42.95
WWF	£42.95
[illegible] Meddens 93	£45.95
[illegible]	£39.95
[illegible]	£39.95
[illegible] Battle Tank	£42.95
[illegible]	£9.95

LARGE SELECTION OF USED GAMES. PART EXCHANGES WELCOME

Game Gear
Ramart, Terminator 2, Prince of Persia, Alien IV, [illegible] ALL GAMES £24.95

SHOP [illegible] NW6

Please add £1 for games and accessories and £5 for consoles.
Cheques PO's Access/Visa to Mega Games Mail House,
122 126 Kilburn High Road London NW6 4HY Tel 071 372 4358
All prices subject to change due to currency fluctuations.

JAMES POND NEEDS YOU!

James Pond the famous underwater agent and top FISH operative needs you to work with him in the fight against the dastardly Dr Maybe and his evil organisation JAWS! Join FISH now and become a Super Sleuth. Your brilliant Agent's Pack contains Briefing Dossier Agent Codebook, Identity Card Training Handbook Recognition Manual Sticker Sheets, 3 Mission Briefings Special Equipment Guide a Board Game and much more!

- You will be sent 9 further FISH missions through the post
- Each set of missions has a competition for all Agents with special prizes
- High quality FISH merchandise is available only to FISH Agents
- Become a SPECIAL AGENT and get a superb enamel badge FREE
- All correspondence is sent out in a special TOP SECRET buff envelope

DON'T FORGET TO TELL MUM OR DAD YOU ARE SENDING MONEY TO JOIN FISH

SEND FOR YOUR TOP SECRET MISSION PACK TODAY!

Send £8.95 [illegible] and we will send you your Agent's Pack [illegible] Please allow 4 days. Please debit £8.95 to my Card. Please debit £8.95 to my
Access Visa Card No.
Name on card
Exp. Date
Signature
DON'T forget to send your Agent name address and age and any other top secret information together with this coupon and your payment to the address below

Send application to FISH HQ UNIT 3 EDISON RD. ST IVES. CAMBS PE 17 4LF

PREVIEW

MICK

GLOBAL G

Mind the sad marketing play, Marion

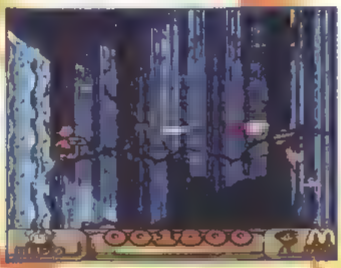
Everybody loves a clown, or so the song goes. Well, we reckon there's something decidedly dodgy about old Ronald MacDonald - let's face it, anyone who gets their kicks out of hanging around fast food joints and grinning hideously at small children has got to be suspect!

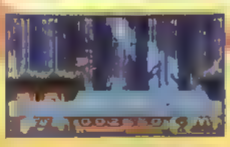
His latest trick is interrupting the MC Kids, Mick and Mack as they tuck into delicious (!?) Big Macs and zapping them into a comic book world.

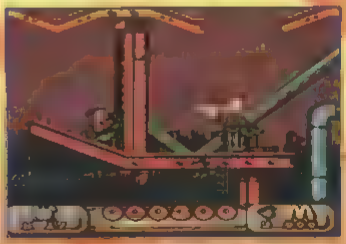
Yup, these groovy kids are the beleaguered heroes in Virgin's MacDonalds tie-in, Mick and Mack - Global Gladiators. Their mission is to rid the planet of rubbish, save the Rain Forest, sustain the ozone layer and a stack of other green-type stuff (what a damned shame MacDonalds restrict this policy to video games and don't do this in real life isn't it?).

As either Mick or Mack, you're armed with a lethal goo gun, the contents of which you generously share with any slimy varmint that crosses your path over the 12 sprawling, scrolling levels.

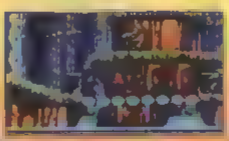
Run and jump like a regular twisty-turny thing through Slime World, Rain Forest World, the

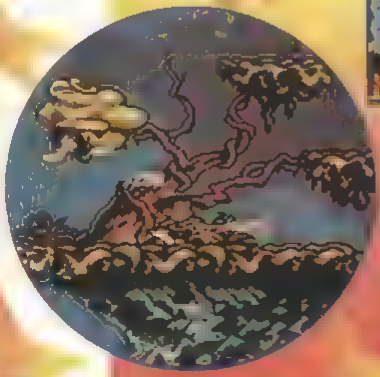


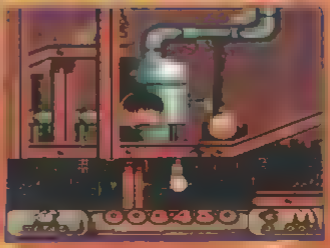


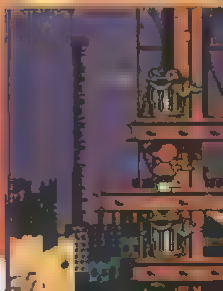


Dusty Bin goes into one!









PREVIEW

MACK

GLADIATORS

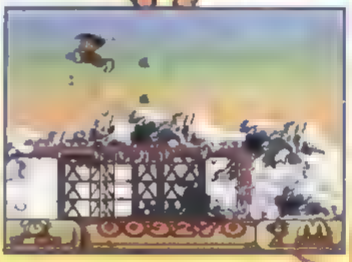
...and Toxi-Town, blowing lots of gum and maintaining your hip-ness against all odds. For a bit of a change, mosey on down to the bonus level where garbage grabbing's the name of the game.

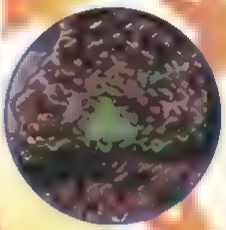
Due out in February, Mick and Mack - Global Gladiators was written by David Perry, creator of a former Virgin offering, the infamous Terminator! The good news is it looks tons better than Terminator. In fact, we'd go as far as saying that it looks damn, blinking, fiendishly good from what we've seen so far.

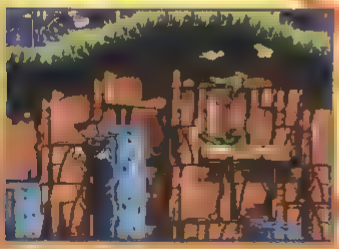
The boys each boast a staggering 250 frames of animation — more than any other character on the Sega systems, according to Virgin. There's a great wad of digitised speech includin some Yankee kids drawling 'Vi-rgin' in the title screen. We don't if it's intentional but that accent makes it sound like an insult, but then maybe it is!

Anyway, keep your eyes peeled, with an ultra sharp cut-throat razor, for the definitive MEAN MACHINES SEGA review

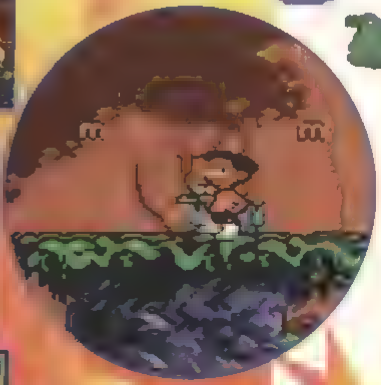
Jump jump, Big Mac'll make you...

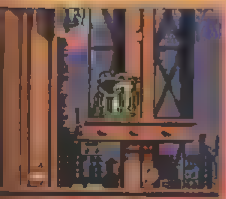


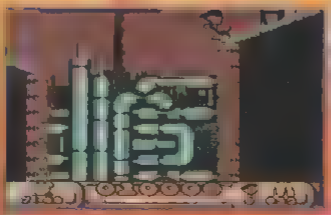




He jumps, He misses...







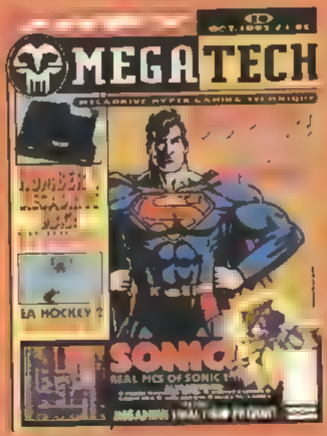
BY: VIRGIN

PRICE: £39.99

1-2 PLAYERS

RELEASE: TBA

A COMMERCIAL BREAK



If you're considering advertising in a popular national magazine which reaches a new generation of consumers with considerable spending power, then this is your lucky break. Contact Jerry Hall on 071 972 6700 to find out more.

MegaTech. The gamer's choice for MegaDrive coverage, the advertiser's choice for results.

PLEASE REMEMBER THAT REPE[illegible]
IN MEGAMART IS AT YOUR OWN RIS[illegible]

Got something to sell? Or want to swap games? Do you want something, or do you have a special message? Perhaps you just want a pen pal? Well, whatever you want, the MEAN MACHINES Megamart is the place for you.

For just £1 you can have your very own advertisement containing up to 20 words! Or if you're feeling rich and verbose (look it up in the dictionary), £2 will buy you 40 (count 'em) words!!

So what are you waiting for? Fill in the squares below with your words, pop it in an envelope along with a cheque or postal order made payable to MEAN MACHINES and send it to MEAN MACHINES MEGAMART, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU

ATTENTION!
MEAN MACHINES Megamart is for private advertisers only. Anybody sending in a trade advert will not have it published, it will be ignored, your cheque will not be cashed and no correspondence will be entered into! – However, if you are interested in placing a lineage trade ad, please contact Marie on 071-972 6700 NOW!

Due to deadlines, allow up to six weeks for your advert to appear in the magazine

I WANT TO USE THE MEAN [illegible]
...HERE'S MY MESSAGE...

£1

£1

I WANT MY ADVERT TO GO UNDER THE FOLLOWING HEADING (TICK BOX)...

FOR SALE ☐ SWAP ☐ WANTED ☐

PEN PALS ☐ MISCELLANEOUS ☐ [illegible] ☐

FILL IN THE TOP BOX FOR £1 (20 WORDS) OR FOR A LARGER MESSAGE FILL IN BOTH BOXES FOR ONLY £2 (40 WORDS)
PLEASE NOTE: ONLY ONE WORD PER BOX, PHONE NUMBERS COUNT AS ONE WORD
THEN FILL IN YOUR MESSAGE, USE CAPITALS AND WRITE NEATLY TO AVOID MISTAKES

NAME _____

ADDRESS _____

_____

POSTCODE _____

TEL NO: _____

ATTENTION!
MEAN MACHINES Megamart is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed and no correspondence will be entered into! – However if you are interested in placing a lineage trade ad please contact Marie on 071-972 6700 NOW!

Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

FOR SALE

MEGADRIVE Games Pophuous, Road Rash, James Pond 1&2, Quackshot, Spiderman, Budokan Toejam and Earl, Streets of Rage £26 each, Sonic and Mickey Mouse Jap £20 each. Phone Shaun on (0899) 2[illegible]2 and lets talk business.

FOR SALE Nintendo with Zelda II, Turtles and Stealth AFT £60 ono. Phone 0304 831834 and ask for James.

MASTER SYTEM + with 5 Great Games, Light Phaser 2 control pads £80 or swap for MegaDrive, Will seperate (0524) 824754.

GAME GEAR 4 Games Sonic, Shinobi, Wonderboy, World Class Leaderboard. Worth £210 sell £170. Phone Stuart on (0444) 455017

MEGADRIVE Four games Alien 3, Quackshot, Road Rash, Toejam and Earl. Less than one year old. Worth £300 sell £190. 041-634 6987

GAMEGEAR with three Games, Mickey Mouse, Wonderboy, Super Monaco GP £100 ono. Contact Darren 071 515 9398. Buyer must collect. Amiga games top titles like Robocop 2, Manchester United Europe, Rainbow Island and many more £10 each ono. Contact Darren 071 515 9398.

SUPER CD ROM Superdrive Magicoms for sale plus Famicom Megadrive Neogeo PC Engine Games and Street Fighter 2 Figures. Tel (0454) 616844 Now

SEGA MEGADRIVE with three top Games E.G. Desert Strike. Boxed mint condition for £150. Phone Kieran on 081 428 7089 after 5pm.

SPECTRUM +2 including 44 Games eg. James Bond, Crazy Cars, Batman, Robin Hood £80. Tel 081 455 7935 Call Sammy North London.

GAMEGEAR for sale with 2 Games. Adaptor rechargeable batteries etc. Or swap for Megadrive with games. Phone 0327 6805.

48 SPECTRUM 128k 48k Games for sale + 40 ono. Phone after 4pm Monday to Thursday ask for Alan on (0283) 34060.

GAMEBOY 5 Games Tetris, Golf, F1 Race, Double Dragon, Kick off, Mag rechargeable all for £120. Phone And on (0444) 455017

NINTENDO Games Tennis £25, WWF £25, Double Dragon £25 and World Cup Soccer £20. Ring Andrew on 081-952 7268.

MEGADRIVE with Toejam and Earl, Shinning in the Darkness, Quackshot. Worth £250 sell for £180. Ring Jamie on 0636, 578140.

I HAVE 120 Spectrum 128k+ Games to flog. If interested phone Martyn (0483) 574205 for details will consider price after 5pm.

LOOK NO FURTHER NES and 4 Great Games ie. Turtles, Mario 2, Simons Quest, Solstice. Will negotiate price. Tel 0434 6835/5.

SEGA MEGADRIVE with 4 Games and Two Joypads. One Turbo. Games are EA Hockey, JM 92, Golden Axe, F1 Grand Prix. Plays all games will sell seperately all for £150. Buyer must collect near Nottingham in good condition will swap for SNES. Tel (0636) 830446.

GIANT ATB Rad. Suits 8-12 years. 10 gears, 24 inch wheels. Great condition £100 ono. Phone Ian Batt 0225 427191

AMERICAN GAMEGEAR for sale. Full instructions and one game (Wonder Boy). With carry case. All for £40 ono. Will swap for Gameboy with 1 2 Games. Also Donald Duck Games (GB) for sale £12. Contact Richy on (0634) 385832 after 4pm.

NEARLY NEW GAMEBOY, Lightboy, Earphones, Carry case +3 Games incl Marioland & Ducktales. All instructions £90 worth £140. Tel Jenny Willow (0734) 781987

MEGADRIVE Plus 7 top Games. Taz-mania, Streets of Rage, Desert Strike, Quack Shot, Awesome Sonic and Altered Beast. Plus Converter and Turbo Joypad. Worth over £350 sell for £275. Phone Lewis on (0268) 524668 anytime (Basildon area).

NIPPLES! Megadrive Games for sale F-2, Interceptor. The immortal plus other. Excellent condition. Phone 0223 [illegible]6880 and ask for Paul.

I WILL SELL MY MEGADRIVE with 9 top Games including War, Super Off Road, Chuck Rock, EA Hockey, Road Rash, Mercs and Sonic worth £430 sell for £280. Phone Stephen on (0538) 382482

GAMEBOY plus amazing Game Light, plus four amazing Games including Revenge of the Gator, The Amazing Spiderman, R-Type, Caesars Palace. Everything in perfect condition all games boxed, including instructions. Price £100. Amazing deal don't delay, phone Mark today on (0778) 344094

STEREO RADIO TWIN CASSETTE PLAYER (Getoblaster) many facilities inc. X-bass. Ring for more information. Includes 8 (Brand new D-cell Batteries £20 ono. Mark (0778) 344094

NEW UK MEGADRIVE Games: Alien 3 £30, Rolling Thunder £30, Dragon's Fury £30. All three £75. Need quick sale. Tel. Mark (0778) 344094

UK MEGADRIVE BOXED + Joypad, p.s.u. Runs all carts (converted). Crusty Fun House, Smash TV, Marble Madness, Perfect £150. Call Mark (0778) 344094

CELTIC VS LAKER £20 Hardball £15. Phone (0478) 73127

FOR SALE KEYBOARDS Yamaha PSS 140 £35, Casio CA-100 £90. Excellent condition or swap for Megadrive Games. Phone Matthew 0845 573908 Now.

GAME GEAR with Sonic the Hedgehog and columns also adaptor. The whole lot for only £95. Ring 0532 687663. Mean Machines every issue for sale including the Valuable Issue One, only £60 for the lot. Ring (0532) 687663

GAMEBOY Tetris, Bart Simpson, Mega Men (received 92%). Price £50. Contact Leon on 051 733 5652. Reply quickly before it goes. Spectrum 128k+2 with many Games including Lone Wolf, Rainbow Islands, Head over Heels, Classics. Contact Leon on 051 733 5652 after 5pm.

FOR SALE SUPER NES Good condition with five games including Mario IV, Joe and Mac, Adams family, Super WWF and Super Off Road. All in box. Phone 0685 [illegible]2104, after 6pm.

GAMEGEAR for sale + 8 top Games. Everything in original packaging. Faultless condition. £145 also C64 + many games £65. Tel (0582) 595463

ISSUES 19-23 MEAN MACHINES, issues 9-11 Zone. Issues 13-15, 10-12 Amiga all for just £15. Ask for Jonathan 061-432 2845

ATARI 520STFM for sale 3 years old now I think, still in great condition still boxed comes with loads of Games, and Joysticks, mouse and manual plus about 50 demo discs. Bargain at £280. Phone Peter on (0303) 245363

SUPER NESS GAMES for sale F-Zero, Super Tennis, Super Soccer, Super R-Type £25-£30 each. Phone Kevin (0872) 552650

SEGA MEGADRIVE SYSTEM new in Box & 14 Games all new in boxes. Price new £750, selling price £500 ono. Please Tel (0236) 738769 from 7.30pm to 10pm

FOR SALE Games for the following machines Super NES game control £32. For the Megadrive Wrestle war £21. For the Gameboy Megaman £14, Golf £14, Kick off £14, Nemesis £14, Chase HQ £10, Megaman I £16, Super Mario Land £12. For the Master System Battle out run £13, Castle of Illusion £13, Endure racer £6, Indiana Jones £12, Rescue Mission £6, Super Tennis £8, Golden Axe Warrior £12, Double Hawk £10, Hangon £6, Our Run Europa £12, World Grand Prix £8, Out Run £5, Double Dragon £10, Game Gear Columns £5, Shinobi £10, Super Monaco GP £7, Kick Off £14, Joe Montana £12, Halley Wars £14, Dragon Crystal £8, Sonic £12, Atari Lynx Electrocop £7, NES Games Track and Field II £20, Turtles £12, Double Dragon £20, Double Dribble £18, Gremlins 2 £30, Mario Bross £5, Super Mario Bros 2 £25, Accessories, Joystick use for Master System £5, Machines Atari Lynx £80, Master System £25, Master System 2 £35, Nintendo NES £40, Game Boy £50. If you are interested in anything please contact Kevin at this address Kevin Lampard, 25, Scott Avenue, Great Amwell, Stanstead Abbotts, Hertfordshire SG12 8BG

JAP MEGADRIVE including 6 Top Games only for £250. If interested please Phone (0373) 461725 after 5pm. Worth £400

ISSUES 10 + 12-24 + No 1 of Mean Machines Sega £4 each except last one £5. Tel (0923) 777014

FOR SALE UK MEGADRIVE with five Games including EA Hockey, Spiderman Plus Two Controllers. Sell £200 or swap for Amiga. Tel (0379) 788213

GX4000 GAMES for Sale. Four top names including Robocop 2 and Batman. All for just £60. If interested contact Stephen 081 958 7119.

LARGE COLLECTION of Console Magazines for Sale inc. issue 9-24 of Mean Machines and 1-3 of Zone. Tel (0268) 871170 will sell seperately. Example issue One Zone £3 over 30 in all or will swap for one or two SNES Games.

CHEAP GAME BOY inclues Tetris and Super Mario Land. Extremly good condition full boxed and also includes two player lead. All for only £65. For more information call 081 316 4877.

COMMODORE 64 complete package with Joystick, Mouse, 100 Games + including Kick off 2, WWF. All this £130 ono. Tel (0923) 823407

SEGA MASTER SYSTEM for Sale included 3 Great Games like Kick off, Donald Duck. If interested Phone Long on 071 515 6846

SPECTRUM+3 over 100 Games (Disc, Tape), Arcade Adventure, Sport, Educational. Many classics. Multiface 3. Discs, Manuals + much more. £200. 021 745 5482

SEGA MASTER SYSTEM Ten Games. Two Joypads. Good condition £120 ono. Phone Jamie on ,0473, 822963

MASTER SYSTEM 2. Hardly used, perfect condition with instructions and 2 Joypads and 7 Great Games. Boxed with instructions including Gauntlet, Golden Axe, Xenon 2, Paperboy and Sonic. Worth £250, sell for £100 ono. Phone Simon on (0202) 871028 (Bournemouth)

SAVER OVER 100 QUID! Sega for Sale. 8 Months old. Great condition. 12 Games include Sonic, Super Kick Off, Alien Storm. Worth £365 sell for £200. For details ring Neil on (0482) 641579 any day of the week after six.

MEGADRIVE WITH SONIC Wrestlewar, Alex Kidd. All Accessories. Mint, Boxed. Ten Months Guarantee £140 +P&P. Cost £190 new. Tel 0703) 262105.

ATARI ST, Discovery Pack. Lots of Games including Ghost Busters, Joystick, Mouse. Good condition. £195. Tel. (0865) 748821 Ben

MART

MEGADRIVE FOR SALE with Controller and Five Games Streets of Rage Revenge of Shinobi Forgotten Worlds Fatman Afterburner II (Not Boxed) and a Japanese convertor. A bargain at £160 Phone David Giles on (0284 756090 after 4pm Quick! 6 months old

PAL MEGADRIVE Plays all carts comes with PSU, Joypad and 13 Games, including Sonic, Desert Strike JM'92, Robocod, TF3 and Golden Axe Worth £600+ sell for £400 ono Write to Duncan Clarke, 59 Church Lane, Lexden Colchester CO3 4AF Highest offer secures

SEGA GAME GEAR Outstanding with Donald Duck, Sonic, Outrun, Super Monaco Gp, Altered Beast Fire Forget II, Also Mains adaptor Battery pack, Master converter and Gear case Worth over £450 I will accept £340 Please Tel. 081 947 2068 after 7pm

GAME GEAR Wall adaptor Six Games Putt + Puttar Dragon Crystal Sonic Columns Mickey Mouse Shinobi Great condition £150 or swap for Megadrive with 2 or more Games Phone Matt on 021 472 0718

NINTENDO AND LIGHT GUN plus nine brill games Worth £360 Bargin at £220 If interested Tel (0772) 685055 Price negotiable

SUPER NES American scart with 2 controllers adn PSU Perfect condition and Quality with Advanced colour mode Three games Super Marioworld, Super Tennis and Street Fighter II Will sell complete for £225 ono Telephone Haywards Heath (0444) 414891

SEGA MASTER SYSTEM Joystick Light Phaser Control Pads. 5 Games immaculate condition no box £85 Tel (0993) 891315 (Oxon)

AMIGA 500 Colour Monitor Mouse Software and Games Want £275 Phone Alan on 071-609 6930

ATARI LYNX Exellent condition including main adaptor Link up cable and Two Games £75 ono May swap for Game Gear Call Lance on (0869) 810991 after 6pm

SEGA GAME GEAR plus 9 Games Adaptor Wide Gear and Carry Case £150 Phone Darren after 4pm on 071 928 9006

MEGADRIVE FOR SALE with Two Joypads and 5 Games Good condition £150 Contact Peter (0622) 844084

NES FOR SALE with SMB1 SMB3 Chip n dale and Bubble Bobble Everything Boxed and have instructions Going for £135 Buyer must collect Tel 081 809 3499 after 4.30pm Swaps might considered (Possibly Megadrive or Gameboy with Games

GREAT DEAL English Megadrive for sale with Sonic, Golden Axe, Ghosts n Gouls, Shadow Dancer EA Hockey Arcade Powerstick and Japanese Converter 2 months old unwanted Birthday present for only £220 ono For further details Phone Jonathan on: 0388 747110

SEGA MEGADRIVE PSU and three Games EA Hockey PGA Tour Golf James Pond II Ring Matt (0423) 358848 York £130 Runs all carts

FOR SALE One pair of Skins with Boots Good condition £40 Bargain, or swap for Gameboy Tel (0483) 861137 (Tim)

SELL! MEGADRIVE + 3 Games, Arcade power stick Loads of Mags boxed Ring (0298) 26678 and ask for Richard

FOR SALE MEGADRIVE and 6 Games Alien 3, John Madden 92 Streets of Rage Revenge of Shinobi Spiderman and Sonic all for £110 ono Or swap for Super NES with 1 or 2 Games. Hurry though before I change my mind! Tel 021 748 3498

MASTER SYSTEM for Sale 16 Games, Good condition includes Sonic Shadow Dancer Super Kick off £270 Tel (0572) 20804 ask for Michael

MEGADRIVE 2 Controllers 9 Games including Road Rash John Madden 92 and more Great hits Price £250 Tel (0702) 715740

JAP MEGADRIVE 12 Top Games include Fighting Master Sinder California Games and many more all boxed, 2 carrier game cases with arcade Powerstick and Pad in good condition Worth £450 will sell for £350 Phone 081 870 9834 David. Must collect

BRILL SALE NES and SMB1 £35 Megaman 1 £30 Guantlet II £20 Snake Rash £20 Phone 0648 42414 if interested Phone (0648) 42414 Now!!

NINTENDO NES with figh gun and 10 great games including Mario 3 and Chip 'n Dale costs £500 yours for £200 Call Lesley 071-833 2222

MEGADRIVE for sale six top games Fighting Master F22 Terminator Gynoug, Jap convertor 1 controller £160 Ring Steve on (0539) 729614

SPECTRUM +2 150 games + loads of cover tapes instructions included all for £120 ono Phone (0672) 562672

NES 2 joypads 4 games including SMB3 light gun all instructions, good condition all for £120 Phone (0872) 552672

SPECTRUM 128K built in cassette recorder, 50+ games, including Mario Brothers Afterburner WWF Wrestlemania Turtles and Street Fighter Tel (0602) 277 58

MEGADRIVE GAMES for sale including Euro Club Soccer Road Rash, Revenge of Shinobi, John Madden 92 Hardball Streets of Rage Supreme Court Basketball Sonic Joe Montana 2 all in excellent condition all offers to David on (05512) 2778 after 5pm

MEGADRIVE GAMES for sale F22 Interceptor Robocod £25 each Phone (0243 824952

FREE (only joking), 3 MS games for sale, Rampage and American Baseball £20 separate £35 together also R Type £25 sorted Phone 051 920 7730

MEGADRIVE 2 joypads (1 turbo) 12 90% plus carts including Taz Alien 3 Krusty's Streets of Rage Desert Strike boxed mint condition some receipts worth over £550 take £350 ono ready now so lets talk Sega Call evenings, Chris 081-686 1942 (Surrey)

RADIO CONTROLLED "Serpent Impact" gas powered car transmitter startle battery, etc ready to run never raced worth £300+ sell for £250 ono or swap for Amiga A500 preferably with 1meg upgrade + games good condition Phone Michael on (0569) 30469 (Aberdeenshire)

MEGADRIVE for sale comes with turbo joypad and 10 games inc. John Madden 92 Desert Strike, Streets of Rage and Sonic all this for £230. If interested ring Sam on 081 876 5064

NES with 5 games, Mario 1 & 3 Zelda 1 & 2 Snake, Rattle n Roll all boxed with instructions only £120 Ring 081 560 2557

NINTENDO + 2 joypads + Super of Road Barr VS Space Mutants Punch Out Mario + Duck Hunt Advantage joystick + zapper £160 mint condition, only 2 months old all boxed Phone Rhad on 021 445 6029

FOR SALE Sega Master System with Sonic, Monaco Alex Kid, will sell for £90 ono Tel (0269) 595293 ask for Ian Perfect condition

SNOOKER TABLE 6 x 3 new excellent condition 2 cues balls etc £150 ono buyer must collect Amiga 500, 1meg joystick, mouse 15 games including Populus Powermonger Lemmings all leads, boxed, DPaint 3 £300 ono Phone Richard on 081 340 7310 after 6pm

PORNO MAGS NA Console mags, loads of 1st issues including Mean Machines Raze Sega Force, Sega Pro Game Zone loads of American mags and C+VG Phone Stalt or Damon on (0329) 285404

MEGADRIVE with 11 games 2 joypads 20+ magazines runs all cartridges £300 total or will split Ring (0773) 710706, after 4pm

NINTENDO with Mario 1 and Duck Hunt, if you call by November 31 I will give you Chip n Dale Rescue Rangers free Also for sale 8 games call for more info (Nintendo) is for £50 games) are for £25 Phone (0273) 453249

NINTENDO for sale with SMB 1 2 & 3 and NES Advantage, only 1 year old and in mint condition everything boxed and with instructions Bargain price at only £100 Phone Paul on (0225 335015

COMMODORE 64 brand new exellent condition 100 games+, still fully boxed with instructions and magazines £150 ono Ring (0778) 344161

SEGA MASTER SYSTEM PLUS for sale with 6 great games including Donald Duck and Operation Wolf also 2 joypads joystick and light phaser all fully boxed worth over £200 sell for £125 Phone Ian on (0884) 33611 after 6pm

GAME GEAR GAMES Sonic the Hedgehog £15 Super Monaco GP £10 Donald Duck £15 and Mickey Mouse £15, all games boxed in excellent condition good Christmas presents Tel (0733 206588 after 4pm

C64 new data recorder psu joystick dust covers over 80 games, magazines, £100 Tel Paul on (0424) 713679

NINTENDO with 7 games and light gun games include Super Off Road, Double Dragon Super Spike V'ball boxed in good condition worth £320 will sell for £200 ono Tel (0799) 524400, after 4pm

GAMEBOY accessories plus 15 games, including Snow Brothers Batman, Operation C Choplifter II offers Tel Toasing Shek, 26 Chiswick Drive Gosforth, Newcastle upon-Tyne NE3 5DT

GAMEBOY for sale still boxed, hardly used, 2 games Mario Blobbette £50 ono consider swap for 2 good SNES games Lynx games Roadblasters, Ninja Gaiden £15, SNES games, Wrestlemania, Contra 3, Caveman Ninja, Streetfighter I from £25-£35 (Streetfighter I brand new) Tel (0892) 836262

PAL MEGADRIVE Jap takes all games, no converter needed, ten top quality games, inc. Maddens '92 Streets of Rage, Road Rash Pitfighter EA Hockey, all excellent condition, inc. turbo joypad, £240 Phone Richard on (0865) 38672 I live in the Oxford area

CHEAP MEGADRIVE for sale, 13 games, 2 joypads games include Desert Strike Mickey Mouse Strider Robocod and many other great titles runs all games yours for only £300 ono, call after 4.30pm ask for James on (0892) 862992

SEGA MASTER SYSTEM with light phaser and 4 games plus light phaser games all boxed £90 ono Tel (0594) 842039

GAME GEAR with mains adaptor Master Gear convertor Columns, Super Kick-Off Tennis Ace games, worth £195, mint condition £115 ono Phone (0372) 726840

MEGADRIVE games for sale, F22, Two Crude Dudes Quack Shot and Altered Beast £30 each, apart from Altered Beast £15 or all for £95, all are in mint condition, fully boxed with instructions Please contact Ian on (0942) 811941

FOR SALE Game Gear plus 6 games inc. Sonic, Halley Wars and Axe Battler £150 Phone Peter on (0326) 40453

WANT A MASTER SYSTEM for £180 a rare bargain, worth £320 includes 6 games Donald Duck etc with wheel, light gun joystick pad, less than 1 year old still under guarantee Phone between 5 10pm on weekdays anytime weekends, so phone now on 0672) 63851

NES FOR SALE only £85 4 great games all boxed including all instructions Contact Pritpal on 021 420 2411 +4-8pm weekdays

SEGA MASTER SYSTEM with 13 top games, £150 or may split Tel 081-964 5541

MEGADRIVE with Sonic and Tazmania UK version excellent condition boxed cost £170 take £115 ono Phone Evan on (0443) [illegible]

MEGADRIVE 3 months guarantee, everything boxed, JM 92 Budokan California games, Hardball £160 separate games for sale Desert Strike, PGA, Buck Rogers £20 each, also powerbase convertor £20 Phone Gareth on (09743) 312 4pm onwards on weekdays or anytime on weekends

SONIC 3 not the first issue and last issue of Mean Machines for sale £50 ono Call Gary on (0494) 534232

BARGAIN ST GAMES for sale £450, sell for £90 games like Pitfighter and Terminator 2 Tel Paul on (0256) 51068

JAP MEGADRIVE 2 joypads 3 games, Alien 3, Sonic Double Dragon, worth £195 sell for £140 ono, Phone (0202) 516584.

FOR SALE

C64 good condition 30 games including Go for Gold Adidas Football Basketball lots more sell for £110 ono Phone (0327) 311160

NES FOR SALE with 6 games including, Double Dragon 3 and Blades of Steel Price £120 ono Phone 081 464 6856

FREE! Gameboy with magnifier rechargeable batteries and £15 worth of mags when you buy 6 quality games for £120 Phone 081 [illegible]

YOU D BE MAD to miss this! Megadrive + 9 games Maddens 92 Road Rash Immortal Olympic Gold Streets of Rage Marble Madness Castle of Illusion Monaco GP 1 and unboxed World Cup Italia 90 plus 2 controllers + 2 remote controllers all £250 Call (0203) 395689

SELL MEGADRIVE 60Hz fully screen Scart with picture booster and Populous or Spatterhouse 2 control pads for £115, also sell Vapour Trail Fantasia Eswat Manoland Ringside Angel Gaiares Alien Storm for £25 each Phone 081 341 7218 and ask for Ils

AMIGA A500 boxed with over 60 gaes, also joysticks and mouse offers or swap for 16bit console Phone (0304) 611205

AMIGA 500 plus 2 joysticks plus £200 worth of games computer in original packaging for £300 or swap for SNES and 5+ games or Megadrive and 6+ games Phone 061 792 2611 not Saturday in Manchester or N West

SELL MASTER SYSTEM light phaser 3 D glasses, 2 control sticks, Konix Speedking joystick and Quickshot joystick, 5 games, Outrun 3D Missile Defense 3 D Rambo and Dinamite Dux bought for £500 sell for £110 Phone Ils on 081 341 7218

RADIO CONTROLLED Nissan King-Cab with transmitter battery pack fast and slow charges, extra include spare body shell tyres crystals, motor b oxed wicked condition ideal Christmas present value £300+ sell for £145 Phone Ben (0767) 600726

GAMEBOY for sale 5 games inc Maitland, Double Dragon Fortress of Fear etc for £100 ono Call Eoin on (046) 28344

SEGA MASTER SYSTM 2 good condition 2 joypads, 3 games + Sonic + light phaser for £110 will swap for Megadrive with 1 game Tel (0452) 500232 after 4pm

MY NES 4 games, Mario 3 TMHT Python 2 joysticks, 2 joypads, all boxed, £80 £90 mint condition Write to G Lormor 29 St Lawrance Road Ansley Village Nuneaton Warwickshire CV10 9PN

ATARI LYNX still boxed with mains adaptor and Tok shit under guarantee used twice unwanted gift £75 ono Call Peter on (0634) 661298

BARGAIN Sega Megadrive for sale for £180 ono you can get the Megadrive 2 control pads and 4 games (all over 90%) this offer is worth £300 interested? Phone Ben on (0252) 703014 after 6pm It's an ideal Christmas present

NES FOR SALE with 7 games, joystick and both joypads worth £320 sell for £200 Tel 091 534 2306 after 6pm

LISTEN UP I've got a Gameboy with 5 excellent games, includes Bad Rad only for £70. Contact 081 399 6746 Now

SUPER FAMICOM or sale Pal & Scart version sell for £100 with Street Fighter2 £150 or swap for a Mega CD or USA SNES including SF2 includes 2 controls Tel (0582) 455461

GAMEBOY GAMES Alleyway King of the Zoo Bowling, Gargoyles Quest (£10 £12), Alan Lyne com/lynx cable (£4 50) wanted Track Meet and Blobbette Tel (0532) 626180 ask for Edward, after 6pm Also wanted for Sega Master System Mickey Mouse Asterix Rampage, Psycho Fox

MEGADRIVE GAMES Road Rash Desert Strike £19 Fantasia Turbo Outrun Robokin Hellfire Rainbow Island £15 or £100 the lot Tel 0636) 892553

MEAGDRIVE GAMES Tazmania Devil Desert Strike Road Rash Streets of Rage Spiderman Lakers v Celtics and others all £25 each Tel (0222) 693119

NINTENDO 7 great games and a Four Score Plus Two extra controls. £120 ono Contact Matt on (0383) 737847

MASTER SYSTEM II mint condition 5 top games, AC adaptor 2 joypads. 1,000 cheats G Axe Sonic A Beast E Racer A Kid £120 o no Phone (0702) 351627

FOR SALE Gameboy games Chessmaster and SML and carry case also wanted Chuckrock for Megadrive Phone Braintree (0376 559096 ,Essex

MEGADRIVE GAMES Golden Axe Ghouls n Ghosts Mickey Mouse, John Madden £19 each or 4 for £70 Tel 081 851 0799 between 6pm-8pm

NINTENDO in best condition with games, Double Dragon 2 Donkey Kong, Mario Bros 3 and Turtles £85 Tel (0423) 524272

GAME GEAR 4 games Sonic Donald Duck, Olympic Gold and Mickey Mouse worth £200 now £125 ono Tel (0509) 620533

MEGADRIVE GAMES both mint condition. Altered Beast only £7 Golden Axe I only £12 or together £18 Tel (0425) 475073

AWESOME DEAL Sega Master System for sale with 9 great games inc. Sonic, Golden Axe and Double Dragon, worth over £305, but will sell for £150 ono vgc. Tel 081 678 0407 ask for Jonny must pay cash

MEGADRIVE plays all games with extra joystick and 3 games boxed excellent condition sell for £130 also Gameboy with 5 games including Operation C Pipe Dream and Revange of the Gator all for £100 ono Phone (0344) 777571 (East Berkshire)

GAME GEAR plus Sonic £80 fully boxed excellent condition also Terminator 2 for Gameboy £12 Phone Nick on (0582) 666354 also Sony Walkman for £10 or swap Walkman for Nightmare on Elm Street 4 & 5 quick sale wanted also Amiga games

GAME GEAR for sale, plus 3 games, World Class Leaderboard Donald Duck Columns, hard carry case and mains adaptor included bargain at £110 ono Phone Barry on 041 427 7683 after 6pm

AMIGA 500, mouse mouse mat and games, excellent condition complete with manuals and disk package £300 ono also Amstrad 464 perfect condition with monitor loads of games £100 Tel (0275) 31748, ask for Fred need quick sale ring now

COMMODORE 64 perfect condition data cassette, power pack 50 games bargain at £80 ono Phone Dan on 081 428 4228 after 4pm

GAME GEAR with Sonic Mickey Master Gear and Astenx everything boxed mint condition, just £100 Phone Alan on (0332) 810759

SEGA GAME GEAR in excellent condition with 5 top games and mains adaptor all boxed with instructions £120 ono Tel 081 698 6376

MEGADRIVE GAMES Robocod, Gynoug, Eswat Spiderman Budokan Forgotten Worlds, prices vary between £22 £28 all brilliant condition Phone (0483) 36277

UK MEGADRIVE +7 top games includes, Vermillion Populous, Thunder Force 3, Maddens 92 Immortal Alien Storm Phantasy Star 2 Wrestle War Golden Axe Jap adaptor 2 pads, all boxed in excellent condition still under guarantee. £275 Tel (0954) 782436 (Cambridge)

IDEAL CRIMBO PRESSIE Sega Master System with 9 full price £30 games including California Games Mickey Mouse, Golden Axe Rambo 3, 2 pads and phaser all boxed and with instructions all for £170 ono Tel Ross on (0522) 684454 after 4pm

LYNX £50 3 games Master Gear £50 3 games Megadrive £110 3 games Ring Sam on (0394 380297 between 5 30pm and 8 30pm

MEGADRIVE GAMES Mickey Mouse Starfight, Thunder Force 3, over 20 in all, also wanted second-hand SNES games £15-£20 also Megadrive with 2 games and 1 control pad £85 Phone Steven on 081-657 3716

MASTER SYSTEM 2 with control pad and flight stick plus 5 games, Kick Off, Sonic Leaderboard, American Football Alex Kidd, sell for £100 or swap for Megadrive with 1 or more games Tel (0406) 24778 after 5pm ask for Richard

NES with 6 games including Mario 1 2 & 3, light gun and NES Advantage £200 if interested phone Elliot on (0932) 348099

PC GT for sale with Metal Stoker £160 selling separately PC Kid 2 £28 Final Fight, Area 88 Super R Type for Famicom £30 each one Phone Martin on 081 567 5169 (London) only 6pm weekdays and anytime weekends (No swaps!)

MEGADRIVE GAMES Ultimate Qix £15, Kid Chameleon £25 or swap Olympic Gold or Bonanza Brothers Phone (0474) 322619 after 6pm

KISS MINE! Amstrad CPC464 colour monitor joystick, almost 100 great games including Double Dragon, After Burner Golden Axe Midnight Resistance + loads more!! 12 issues Amstrad magazines free! Altogether worth £600+ sell for £120 negotiable Phone Jonathan on (0493) 731859 after 6pm Bargain!

AMSTRAD CPC464 with colour monitor 1 joystick over 50 games worth £350 accept £200 ono excellent condition Tel (0256) 771442

C64 FOR SALE cassette, 2 joysticks including The Bug 40 original games only £85 Phone Masoom on (0924) 430585 after 6pm

AMIGA A500 for sale still under guarantee, over 30 good games like Kick Off 2 Jimmy Whites £280 ono Tel (0292) 551134 (Scotland)

MEGADRIVE with game worth £150 sell for £110 ono or swap with Spectrum and games for Commodore Amiga 500 or 600 with games and accessories Tel (0742) 645350 ask for Daniel Sheffield)

MEAN MACHINES issues 9 24 buyer collects will sell for £75 Phone (0772) 673175 after 6pm

MEGADRIVE FOR SALE 20 games most top names like Sonic Dragon Fury Desert Strike Thunder Force III many more 2 controllers 1 turbo sell for £350 Tel (0295) 680472 after 6pm (Warwickshire)

OFFICIAL MEGADRIVE boxed as new with 8 games inc Streets of Rage arcade power stick Scart lead Jap game adaptor £100 no offers Phone (0536) 520969 after 6pm

MEGADRIVE GAMES Immortal Desert Strike John Maddens '92 F 22 £25 each Truxton Fatal Rewind, £21 each all UK Tel (0792) 232152

MEGADRIVE FOR SALE, joypad, 2 great games Spiderman and Fitfighter excellent condition though not boxed, sell £130 if interested phone (0223) 871649 or weekdays 5 9pm and ask for Mark

MEGADRIVE GAMES for sale Sonic Castle of Illusion Spiderman, Ghouls n Ghosts, Revenge of Shinobi Call 081 302 8445 after 5pm weekdays

MEGADRIVE with 2 joypads plus 9 good games including Desert Strike EA Hockey Strider S of Rage, NBA etc worth £500 will sell for £280 ono or swap for Amiga with games Tel Sheffield (0742) 642034 ask for Gareth

JAPANESE MEGADRIVE with Quickshot James Pond 2 Gain Ground Tazmania Krustys Super Funhouse Buck Rogers, Wonder Boy Magica, Hat, worth £350 sell for £190 Call Matt on (0302) 37 791

MEGADRIVE with 2 joypads and 8 great games including Gynoug, Alien 3, Chuck Rock Hellfire Batman all still boxed with instructions, also includes dozens of Sega mags, only £250 Ring Henry on 081 948 2404 (will think about offers)

ATTENTION Republic of Ireland readers, Sega Megadrive games for sale John Maddens '92 (UK) £25 EA Ice Hockey (UK, £25 Super Monaco GP (UK) £25 + Strider (US) £20 Conact PJ on (065) 51201 so hurry now

SEGA MASTER SYSTEM 2 joypads light phaser 2 built-in games Hang-On, Safari on the joypad, press up both buttons together for a Maze game. All for only £60 Phone 081 800 9904 evenings only

MART

MEGADRIVE FOR SALE 1 joypad Jap adaptor 5 games Altered Beast, Sonic, Mercs Hellfire Shadow Dancer £200 ono Phone (0704) 26306

NINTENDO NES for sale includes robot and gun, 21 games including SMB 2&3 Super Off Road Blades of Steel, NES Golf, top gun worth £700 sell for £275 or ono. Call Wokingham (0734) 776602 after 6pm

MEGADRIVE GAMES over 50 top titles including EA Hockey Desert Strike,Stryder Mon aco GP, JM 92, Eswat Spiderman, Golden Axe 1&2 Pitfighter PGA, Moonwalker Testdrive 2 Road Rash Eswat Jordon vs. Bird Mercs Streets, Technocop, Shinobi Fantasia, Winter Challenge Hang-On Castle of Illusion Crackdown £15-£25 Phone 0922 403699 (Wolverhampton area)

WILL SELL Robocod without instructions and Road Rash £20 Wonderboy V £24 Desert Strike £27 Columns £12 Phone Alistair on 081 455 7265

NES DELUXE with 6 games + joystick, worth £310, sell for £175 ono. Amstrad CPC464 green monitor 100 games + 2 joysticks worth £400 sell for £175 ono or swap both for Amiga A500+ Ring (0942) 725224 ask for Andrew between 4.30-8pm buyer must collect

MEGADRIVE GAMES for sale English) Road Rash Streets of Rage, Spiderman Jap, Tazmania Devil Desert Strike all £20 each Lakers vs Celtics without instructions £15. Phone Craig on (0222 693149 anytime Atari every issue of Go all £3 each

MEGADRIVE 9 games, 2 controllers, Jap convertor £350 GX4000 like Megadrive not used, 2 controllers, 1 game unwanted birthday present cost £140 sell £60 NES 1 game robot £55, swap Gameboy Megadrive games sold separate Ring (0976) 361493

MASTER SYSTEM plus light phaser 2 joypads 11 games inc Sonic Mickey Donald Kick-Off £140 no split Tel (0650) 531354

SEGA MEGADRIVE with 9 top games for only £250 it's a bargain and worth over £400 also Game Gear with convertor wide gear and 7 great games will accept £170 worth over £320 Contact Nicko on 0925 224842

SPECTRUM +3 128k disc drive 33 games manual, joystick, good condition £100 ono Tel (0483) 770840 after 6pm

GAMEBOY for sale, 6 games Adventure island, Super Marioland and more top games I've got mains adaptor lightboy and magnifier buy now and get a free Japanese game all this for £150 or nearest offer Phone Matthew on (0398) 331280 from 6-9pm

UK MEGADRIVE takes all games, 5 games including Sonic, EA Hockey, Master System convertor with Super Kick-Off and 25 various mags including Mean Machines worth £400 sell £220 ono or swap for Amiga with games etc Phone Neil on (0268 694104

FOR SALE Megadrive games Alien 3, Smash TV, Super High impact £26 each, Sega mags £1 each Tel (0287) 650 83

MEGADRIVE plus 8 top games, Desert Strike, JM Football, EA Hockey Immortal Streets of Rage Quackshot, Toe Jam and Earl £300 ono, also 6 other games inc. Kid Chameleon Revenge of Shinobi, £10 each Tel (0872) 76862 after 5pm

AMIGA 500 + 2 megabyte upgrade, 2 joysticks, 80 games, mouse vgc lockable diskbox boxed manuals £300 Contact Sean on Southend (0702) 586342

GAMEBOY and 9 games, all games boxed plus magnifier just £180 Tel (0772) 687078 all calls after 5pm

MEGADRIVE GAMES for sale Streets of Rage Batman Eswat and Revenge of Shinobi £18 each. Phone (0425) 478648

AMIGA A600 3 months old boxed mint condition Deluxe Paint II mouse, 2 joysticks 5 games including Speedball II Lemmings F15 Strike Eagle II, wanting quick sale ost £480, bargain at £265 ono Phone Ross on (0285) 850019 after 6pm, don't hesitate

MEGA-CD with 6 games including Thunderstorm Wonderboy Prince of Persia FMB Earnest Evans, Heavy Nova with Megadrive and WWF joypads and Tazmania Alian 3, Kid Cameleon Desert Strike Sonic will throw in Game Gear and 7 games, including Sonic all for the bargain price of £800 ono Tel (0344, 843862 weekdays after 6pm

MASTER SYSTEM 12 games, Sonic Mickey Mouse Wonderboy III R Type light phaser joystick all boxed £140. Phone Craig on (0555) 752115

ATARI 520STE. 11 games demos 2 joysticks, hardly used, good condition, 1 year old £200 ono Call (0202) 499437

MEGADRIVE 10 months old very good condition with 5 games and 2 joypads £200 ono Call (0202) 499437 (Bournemouth)

LOOK! I am selling my Supersabre radio control car), with amazing controller and 2 7.2 volt batteries, also have a spare body with spare parts and 2 paints worth £200 sell for £120 ono Phone (0965 846555 before 8pm

MEAN MACHINES full set Nos 1-24 good condition, will sell complete for £40 (collect) or £50 (by post), write to Mr Stephen O'Connell 37 Milner Road West Ham London E15 3AD, enclose sae please

GAMEBOY for sale with 6 great games inc. R Type and Kick-Off £100 light magnifier Phone Rich on 021 707 6123 after 6pm

GAMEBOY Tetris, Double Dragon, Fortress of Fear 2 player link, stereo earphones all instructions all boxed with dolby play and carry case also boxed good condition bargain at only £180 Phone Tim on (02406) 5407 buyer must collect

GAME GEAR brand new unwanted birthday present comes with Sonic the Hedgehog and AC adaptor bought for £130 sell for £45 Phone 081 450 4733

MASTER SYSTEM light phaser power joystick, 2 joypads Sonic World Grand Prix R Type, F16 Fighter Power Strike, Rastan Golfmania, Ghostbusters 2 built in games £80 ono Phone 081 906 0657 evenings after 6pm weekdays all day weekends great Christmas gift deliver within M25 act now

GAME GEAR with 5 games including Donald Duck Sonic Shinobi £180 ono also PC Games Monkey 2 Indyana Start em £15 each Tel (0268 781096

GROUP SEX! just kidding but for £310 you can own an official Megadrive in excellent condition boxed with full instructions, plus 9 games (Sonic, Mickey Madden Robocod Hellfire etc) will also throw in arcade powerstick Phone James on (0245) 224412 pm only

FOR SALE Atari Lynx 5 games inc Electro cop Lemmings and Klax also lot case, mains adaptor Phone David on 081 251 4610

MASTER SYSTEM light gun 11 top games including Sonic Terminator Ghouls n Ghosts Ninja, Gaiden Strider Populous Asterix plus 3 built in games for £200 Tel 071 833 5646

SEGA MASTER SYSTEM II with Double Dragon Alex Kid Thunder Blade and it has a joypad and joystick worth £135 will sell for £65 Ring Spencer on 081 977 5689

BRAND NEW Gameboy with Tetris and Kirby's Dream Land game bag and magnifier light boxed £60 Tel (0842) 812487

MEGADRIVE, 9 games including Alien 3, EA Hockey Sonic Road Rash, 2 joypads Ring 0533) 557786 after 5pm ask for Dan

ULTIMATE GAME GEAR for sale or swap, 5 top games, Shinobi Mickey Mouse Donald Duck G-Loc and Monaco GP all boxed and worth £105 sell for £15-£20 each £80 the lot ono Phone Edward on (0428) 683140, after 5pm Mon-Fri

MONSTER BEETLE radio controlled car with 2 batteries charger and controller vgc £120 ono Tel Matthew on 0884 38865 (Cullompton Devon)

MONSTER CORVETTE radio controlled car 2 batteries charger and controller vgc £150 ono Tel Matthew on (0884) 38865 (Cullompton, Devon)

MEGA CD-ROM and Megadrive Scart works with Japanese American and English games 50-60Hz switch for larger screen includes Sol-Feace Heavy Nova Desert Strike EA Hockey Strider Test Drive 2 and extra turbo joypad worth over £550 sell for £300 Phone (0483 740589

MEGADRIVE 2 Sega joypads, 5 great games Bare Knuckle (Streets of Rage Pitfighter Super Shinobi Golden Axe and Thunder Force 2 plays all carts boxed excellent condition all this for a bargain at £140 interested? Tel 081 470 9159

OLIVETTI PCI disk drive personal computer with memory expansion box stand and joystick with colour monitor £250 ono Tel (0922) 684854

AMSTRAD CPC464 10 games, joystick, 30 learning games instruction book g/b monitor bargain £99 ono Tel (0442) 65944 ask for David

ATARI STE 520, 21 games including Final Fight Populous 2 First Samurai Toki, Gods etc £200 Call (0483) 61211 ask for Philip

NES FOR SALE good condition 17 games including SMB1&3 Star Wars Batman Simpsons Double Dragon 2 Shadow Warriors, plus NES Advantage, laser gun, double player four score NES Max worth £800 will sell for £235 Phone Eddi on 021 445 5398

MEGADRIVE GAMES Jap £15, UK-USA £22 excellent condition SNES Jap carts £35 Axe Lay Paradius Top Racer more Tel Neil on 051 426 0138

ATARI LYNX 2 psu, case batteries, 3 games very little used £100 Tel Neil on 051 426 0138

BE QUICK! Megadrive games JM '92 £25, 688 Sub Attack £20, Chuck Rock £18 - no instructions, otherwise in excellent condition will also swap for Grandslam Tennis or Speedball 2 or Sonic 2 Phone Ben on (0376) 516752 between 5-7pm weekdays

MY SUPER FAMICOM (Scart) runs 17% faster and has 1 more pad than the UK SNES, it also has Street Fighter 2 and a US adaptor as new £155 ono, the choice is yours. Phone Andy on (0453) 873222

SEGA MASTER SYSTEM 2 with 10 games, inc. Sonic the Hedgehog & light phaser great bargain all boxed £100 Call 081 898 0875

SEGA MASTER SYSTEM 1 many games joystick, raped fire unit, good condition £100 ask for Jason Phone 081-660 [illegible]

SEGA MASTER SYSTEM 1 games Sonic, Asterix Mickey Mouse, 2 joypads, good condition, all for £50 Tel 081 783 0120, ask for Danny

ATTENTION NES for sale 11 top titles, including Mario 1,2,3, Megaman 1,2 New Zealand Story Bart Simpson, accessories including Advantage joystick, light gnp 2 player light gun, boxed as new worth £570, bargain at £250 ono Ring 081-654 0748

UK MEGADRIVE 6 brill games like Quackshot and Toe Jam & Earl, sell for £200 Phone Barry on (0923 238160. Now

BACK ISSUES of Mean Machines, other computer mags and loads of wrestling mags, send sae to Malcolm Also NES games Mario 2&3 (US machines only) £20 each ono. Please send sae to M Halliday, 29 Westfield Terrace, Cardenden, Fife Scotland

SWAPS

MEGADRIVE GAMES Alien Storm, Desert Strike, Super Thunder Blade, F22 Interceptor, Herzog Zwie, 688 Attack Sub, To swap for Aksia Dragon, Chuck Rock, Eswat, Gynoug, Xenon I, PGA Golf Tour, Phantasy Star Robocod. Other considered Tel. 071 371 9113 after 6pm

SWAP! Sega Master System with eleven Games and Light Phaser. Games include Asterix, Captain Silver and Phantasy Zone 2 for Megadrive with pad and one or two Games (Preferably Sonic) will sell for £80. Please Contact Harlow 417549

MEGADRIVE GAMES to swap. Lots of different Games. Please send me a SAE for details to Mr A Walker, 46 Upper Selsdon Road, Croydon, Surrey CR2 8DF

MEGADRIVE SUPER NES swaps Will swap any of your games for mine. Ring me for Big List 021 459 7576

MEGAMART

I WILL SWAP my Megadrive +2 Cordless Joy Pads Jap Convertor +16 Top Games All boxed for Amiga 500 with decent selection of Games etc. Phone John (0442) 2 23 4

MULTI COMPATIBLE interested in cutting out the middle man Straight swap on Games. Phone Tony 081 291 0422 w/n travel London

CAN I SWAP Ninja for Sonic 2 and Secret Comand for Asterix Phase and Galaxy F for Chapions of Europe Thank you. Tel Derby 510038

FAMICOM GAMES to swap My Castlevania IV for you Contra Spirits or Ranma also my F1 Exhaust Heat for your Joe and Mac Caveman Ninja or The Addams Family Ring (0245 329490 and ask for Ken Don't ring on Thursdays

I WILL SWAP my Megadrive PSU 13 Games for your Pal Neo Geo + 23 Games You must collect Tel (0656) 737147

MEGADRIVE FAMICOM Buy Sell, Exchange Exchanges from £4 Phone Brian after 6pm (0463) 221173

SNES 2 Controllers 2 Games. Mario 4. Exhaust Heat (Jap) with USA/Jap converter Swap for Megadrive with 2 controllers with 4 or more Games Preferby Desert Strike and 3 other Games If interested Phone 0904) 851939 and ask for Brian after 7pm (York

WILL SWAP MEGADRIVE and Games worth £400 for Amiga A500 in goood condition! Phone after 6pm on (0902) 845911 Pronto

ENGLISH MEGADRIVE for English SNES. Ten excellent Games and Python Thred Joysticks SNES must have at least Six Games inc Streetfighter II Must be in excellent condition like my Megadrive. Ring Alex on (042056 7315 Hants, or sell for £315

DESERT STIKE swap for Side Pocket Arcus Oddysey Corporation Alien 3 Lemmings. Phone John on 071 228 8595

MEGADRIVE GAME swaps Mystic Defender Shinobi Northern Kan Dick Tracy Flying Hat Wrestle Wars Phone (0263 513836 from 8pm 11pm. ask for Jen-Tunn

WILL SWAP Nintendo Robot 5 games 2 joypads for your Megadrive with games. Contact Dean on 081 995 8913

LYNX 2 with 4 games and mains adaptor in new boxed condition swap for Gamegear with games which must include Super Monaco, Sonic Hedgehog or Super Kick off or sell Lynx set for £150 Call Lesley on 071 633 2222

MASTER SYSTEM, swap for World Cup Italia 90 or Wonderboy for Operation Wolf Shinobi Olympic Gold or Rastan Phone (0475) 675555

GAMEBOY FOR SWAP for Game my Gameboy has 5 games Call Eoin on (046) 28344 Yo

SWAP Tazmania for Alisia Dragoon Phone Brian on (0976) 361144 I would also like to say Andrew is a frog

MEGADRIVE Battle Squadron, Moonwalker Mickey Mouse and Arnold Palmers for Olympic Gold Tazmania Devi Crash Winter Challenge and Krusty Any other games considered all games are in immaculate condition Swaps must be UK version only Phone (0480) 497425 after 4pm

WILL SWAP Streets of Rage Golden Axe Quackshot for Shinobi Wrestle War Robocod, EA hockey Flicky or will pay £15 for wanted games Phone Philip on 081 697 3176

WILL SWAP my Megadrive with 5 games 3 more than 90% for Amiga 500 Phone (0709) 866366 ask for Steven

SWAP MY Megadrive game Wonderboy III in Monsterland for Terminator 2 Chuck Rock Tazmania Alien 3 WWF Wrestlemania or Lemmings Swap my Gameboy game Gremlins 2 for a Game Gear game Tel (0636) 713333

I WILL SWAP my Master System with 4 games for a Sega Game Gear with any game Tel (0228) 513406

SWAP (UNOPENED) SNES for your boxed Megadrive with all leads and around 5 decent games like Kid Cameleon no Jap stuff no Sonic or Altered Beast carts Postal exchange only The better your offer the better your chance Tel Duncan on (0452) 780232

NES WITH GAMES for Megadrive or Master System both with games or sell Tel (0865 735777

I WILL SWAP my WWF for your Zelda Turtles Pilot Wings or Smash TV, or sell for £23 Phone (0297) 60451

SWAP my Japanese Megadrive good condition. 2 joypads. 20 games, worth £500+ for Amiga Must have 1meg upgrade and extra drive and games Phone Paul on (0494 446396 after 8pm alternatively will sell for £450 Bucks area Buyer collects

LARGE SELECTION of Megadrive Famicom games to swap For list of games send sae to 10 Glebe Gardens Newtownabbey Co Antrim N Ireland BT36 6ED. or phone Michael on (0232) 844473 evenings) may even sell a few games. phone for details

MEGADRIVE either 30 vgc magazines of your choiceSega Pro Power Force Game Pro EGM USA Mean Machines Game Zone or hardly used Champ Explorer joystick and 5 magazines for any decent Megadrive cart JS/UK Phone Wayne on (0978) 261770 (Wrexham) buyer must collect

I WILL SWAP my Gameboy with 3 games, boxed like new for a Game Gear and 1 game Phone (0644) 261351

SWAP OLD GAMES for new send sae list what you have and need to 16 Heath Road Glossop Derbyshire SK13 9AY

MEGADRIVE SUPER NINTENDO I have over 80 games swaps from £5 I will buy and sell Phone (0463) 221173 after 7pm

GAME GEAR games to swap Devilish and Mickey Mouse for either Wonderboy III Populus, Berlin Wall Chase HQ or Wagan Land Tel (0584 874024

WANTED

SUPER NES with or without Games. Jap English Amer Games purchased seperatley sensible prices please Tel 0392 52193 Megadrive with Games and accessories Games bought seperatley Tel (0392) 52193

MEGADRIVE GAMES wanted Awsm 3 Star Flight Desert Strike Gynoug Speedball 2 Road Rash Robocod Eswat Revenge of Shinobi other good Games considered Will pay upto £20 for each Games Write to P Williams 27 Woodford Court Chequers Road Gloucester GL4 9QB

WANTED Sega CD rom Pal and Scart with games Contacts for Swaps Tel Mark on (0642) 226708

WANTED Megadrive with 7 games, swap Super Nintendo 12 months guarantee with Mario Phone Brian after 7pm (0463) 221173

WANTED 688 Attack Sub Buck Rogers, Corporation Desert Strike M1 Abrams Road Rash, Streets of Rage Private buyer paying more than trade-in price Write to R Hamson 84 Essendyke Bretton, Peterborough PE3 8JB or phone 0733 333840 beware joke ansaphone

WANTED instruction of 688 Attack Sub will pay £6, also first issue of MegaTech £4 Write to Obiio Wang 50 Birkhouse Lane Moldgreen Huddersfield HD5 8BE

WANTED Super Nintendo with Mario 4 light gun and 6 games for use with light gun Tel 0491 642019

WANTED Megadrive games and/or systems also Master System games and systems must be reasonably priced Call Mike on (0332 271836

WANTED! Megadrive with any extra games going totally mad trying to find one Pphone Chris on (0371 872655 Now

WANTED Bombjack arcade machine send details eg price, address Tel. No to Mr A Watts 1 Mill Lane Stotfold Hitchin Herts SG5 4NU For sale The Ninja and Vigilante for Sega MS. send details of your price to the above address

GAMES NEEDED for Nintendo Gameboy and Sega Game Gear at reasonably low prices must be boxed with instructions. Tel John on (0538 722870

WANTED SEGA MEGADRIVE with good collection of games also wanted SNES Famicom Megadrive games please tel 05271 32230

MEGADRIVE CARTS WANTED UK/US only will pay £20 for Gynoug, Dragon Fury Fighting Masters Simpsons Krusty Cruebail Space Invaders 91 will pay £25 for Corporation LHX Attack Chopper Bulls vs Lakers World of Illusion Gods Biohazard Phone 0604 708939 evenings

WANTED Megadrive with 8 games, swap for Super Nintendo & Mario Phone Brian on (0463) 221173 after 7pm

PEN PALS

CALLING ALL Rad look a likes! I'm 18 female and into red hot chili peppers, Janes Addiction Suicidal Tendancies faith no more own a Megadrive Andrew Strongs welcome Write to Shaz 12 Lionville Close N Ireland BT5 7NY

HI! Im looking for a mate penpal who is 12 years old and has a Gamegear Please write to Martin Bunker Junior House 1 Sunnyhill Villas Bruton Somerset BA10 0NR

HI! I'm a 16 year old female Megadrive fanatic who finds refuge in pubs that play loud music like Nedi's and Jim Hendrix Lads 15+ write to Jolee Howitt Laburnum Cottage Wood Lane Quadring Eaudyke Spalding Lincs PE11 4PZ

GAME-LINK! The Pen-Pal Club for gamers run by gamers Free swap service to members Don't delay write to us today all you need to do is send an sae to STJ 28 Churchfield Ware Herts SG12 0EP for full details

HI! I'm 19 years old and I'm after contacts for Megadrive Contact Ruth Wooster 1 Harcourt Street Luton Beds LU1 3QH

MISCELLANEOUS

FREE!! Awesome 375 Sega Game Cheats in 20 Page Book Find Hidden Levels Invincibility Lives Warps. The Lot! For yours send £1 to cover the printing cost and a postage stamp to Kristian at 230 Park Lane Duston Northampton NN5 6QW

MAGAZINES FOR SALE Mean Machines issues 7 & 8 plus issues 12 23. MegaTech issues 1 10 SegaPro issues 1 6 and 8 12 all only £3 50 each, including postage and packing interested? phone Jason on (0294 823782

ATARI LYNX for sale £120 ono with 7 games kit case visor comm lynx cable and wall adaptor Phone 071 485 3957

MESSAGES

TIPS AND CODES wanted for Wonder Boy 3 Phone Les on (0224 714838 ,daytime)

CLASSIFIED

BIRMINGHAM MEGADRIVE/NES OWNERS
Mega Drive/NES Games bought, sold and Part Exchanged.
Over 100 games in stock.
Tel: Between 021 382 0462.
Shop at 2 Turpins Lane, Off Shurlrest Road Erdington, Birmingham B23.
£2 OFF ANY GAME IN STOCK WITH THIS VOUCHER

TOYMASTER
SOVERIGN CENTRE,
BOSCOMBE, BOURNEMOUTH.
TEL: 0202 392755
VISIT THE LEADING STOCKIST OF TOYS AND VIDEO GAMES ON THE SOUTH COAST

SECOND HAND MEGADRIVE GAMES (U.K.'S)
BOUGHT, SOLD AND PART EXCHANGED FROM £10
TEL: (01480) 63648 A

21 Porter Close, Rainhill, Merseyside L35 8FY Tel: 051 426 0139
GAME CONVERTORS
ACCESSORIES
Lots of Accessories For Consoles and Handheld Machines

CONSOLE WORLD
USED GAMES BOUGHT SOLD AND PART EXCHANGED FROM £5
MEGADRIVE
S.N.E.S.
NEW TITLES AND ACCESSORIES ALSO AVAILABLE. SEND S.A.E. FOR FULL LIST TO: CONSOLE WORLD, 1000 LANE, CLOWNE, CHESTERFIELD, DERBYSHIRE, S43 4BP
TEL/FAX: 0246 870885

CONSOLE CRAZY
SUPER NES, FAMICOM/SUPER CD ROM
MEGADRIVE MEGA CD
NEO GEO, PC ENGINE 32 BIT
HAND HELDS
NEW USED AND PART EXCHANGE ACCESSORIES
0454 616844
10AM - 8PM
BRISTOLS NO 1

GAME OVER
BIRMINGHAM'S WEALTH
MEGADRIVE, NES, BOUGHT, SOLD AND EXCHANGED
OVER 600 NEW AND USED MEGADRIVE TITLES IN STOCK
RING: 0922 616833
SHOP AT: 9 CORPORATION STREET WALSALL, WS1 3HW
£3 OFF ANY GAME IN STOCK WITH THIS AD

VIDEO SUPPLIES (N) LTD
095 387 663
Video Supplies (Northern) Ltd
Heath Road
Kenninghall, Norfolk, NR16 2DS

NEW TITLES AVAILABLE FOR SUPER NES, MEGA DRIVE, GAME BOY AND GAME GEAR
CALL NOW !!
WAVE CONSOLES
TEL 0234 811656
BEDFORDSHIRE

TARTAN COMPUTERS
Sega Megadrive with Sonic ..£115.00
Atari 1040 STE £280.00
Amiga 500HD plus games pack £450.00
Atari Lynx 2 "Batman Returns" £95.00
ALL OFFICIAL U.K. GOODS. PRICES INCLUDE VAT. PLUS POSTAGE IN THE U.K. WRITE OR PHONE FOR FREE PRICE LISTS. 0506 852315

CONSOLE EXCHANGE
FAMICOM - MEGADRIVE
BUY - SELL - EXCHANGE
MANY NEW TITLES IN STOCK
PHONE BRIAN AFTER 7PM MON - FRI
TEL: 0463 221173

INTERNATIONAL COMPUTER ENTERTAINMENT
HONG KONG TRADE TEL/FAX 0 852 867 0572

GAMES INDEX

MEGADRIVE

688 ATTACK SUB

An excellent submarine simulation which gives you two missions to complete on a US sub commander, and sits as a fantastic, although it sounds dull, it's a

[illegible] 80%

ALISIA DRAGOON

[illegible] 78%

ALTERED BEAST

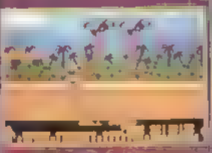
A "new" version of the [illegible] arcade game, with Official UK Megadrive altered beast in a cost-no conversion of the coin-op. The trouble is the arcade game wasn't exactly a [illegible] – it was very simple beat 'em up with only five levels. [illegible] is very samey, and it doesn't take long to [illegible] way through the game. It's okay as a

[illegible] 67%

AQUATIC GAMES

[illegible] and returns to a rather basic mega-sports simulation where the pace are better than the gameplay. It's all to simple, and the events are very poorly captioned, leaving the with very little feeling [illegible]

[illegible] 61%



ARNOLD PALMER'S GOLF

[illegible] is a very bad basketball simulation with only [illegible] players on the court, pathetic sprites and [illegible] controls. The game is far too superb [illegible] and [illegible] is better [illegible] pair.

[illegible] 46%

ATOMIC ROBO KID

[illegible] 73%

ATOMIC RUNNER

[illegible] 82%

AXIS FX

[illegible] 91%

BACK TO THE FUTURE III

[illegible] 84%

BATMAN

[illegible] 77%

BATTLE SQUADRON

[illegible] 83%

BUCK ROGERS

[illegible] 88%

BULLS VS LAKERS

[illegible] 89%

BURNING FORCE

[illegible] 83%

CALIFORNIA GAMES

[illegible] 76%

COLUMNS

[illegible] 91%

CORPORATION

[illegible] 88%

CRACKDOWN

[illegible] 86%

DEATH DUEL

[illegible] 68%

DECAP ATTACK

[illegible] 91%

DEVILISH

[illegible] 84%

DJ BOY

[illegible] 79%

DOUBLE DRAGON

[illegible] 88%

DYNAMITE DUKE

[illegible] 68%

ECCO THE DOLPHIN

[illegible] 91%

ELEMENTAL MASTER

[illegible] 88%

ESWAT

[illegible] 91%

EX-RANZA

[illegible] 88%

F22 INTERCEPTOR

[illegible] 91%

FANTASIA

[illegible] 91%

FATMAN

[illegible] 88%

FIRE SHARK

[illegible] 88%

FORGOTTEN WORLDS

[illegible] 88%

GAIARES

[illegible] 91%

GAIN GROUND

[illegible] 88%

GALAXY FORCE II

[illegible] 88%

GHOSTBUSTERS

[illegible] 88%

GHOULS 'N GHOSTS

[illegible] 91%

GOLDEN AXE

[illegible] 91%

GOLDEN AXE II

[illegible] 91%

GRANADA X

[illegible] 88%

GREAT GOLF

[illegible] 88%

GYNOUG

[illegible] 91%

HARD DRIVIN'

[illegible] 88%

HELLFIRE

[illegible] 88%

HERZOG ZWEI

[illegible] 88%

HIGH SEAS HAVOC

[illegible] 88%

HOME ALONE

[illegible] 88%

INSECTOR X

[illegible] 88%

JAMES POND

[illegible] 88%

JAMES POND II

[illegible] 88%

JEWEL MASTER

[illegible] 88%

JOE MONTANA II

[illegible] 88%

JOHN MADDEN '92

[illegible] 88%

JUNCTION

[illegible] 88%

KID CHAMELEON

[illegible] 88%

KLAX

[illegible] 88%

LAKERS VS CELTICS

[illegible] 88%

LAST BATTLE

[illegible] 88%

LEADERBOARD

[illegible] 88%

LEADERBOARD TOURNAMENT

[illegible] 88%

LEMMINGS

[illegible] 88%

LHX ATTACK CHOPPER

[illegible] 88%

MARBLE MADNESS

[illegible] 88%

MARIO LEMIEUX HOCKEY

[illegible] 88%

MARVEL LAND

[illegible] 88%

MERCS

[illegible] 88%

MICKEY MOUSE

[illegible] 88%

MIDNIGHT RESISTANCE

[illegible] 88%

MIG 29

[illegible] 88%

MOONWALKER

[illegible] 88%

MUSHA ALESTE

[illegible] 88%

MYSTIC DEFENDER

[illegible] 88%

NEW ZEALAND STORY

[illegible] 88%

OUTRUN

[illegible] 88%

PACMANIA

[illegible] 88%

PAPERBOY

[illegible] 88%

PGA TOUR GOLF

[illegible] 88%

PHANTASY STAR II

[illegible] 88%

PHANTASY STAR III

[illegible] 88%

PHELIOS

[illegible] 88%

POPULOUS

[illegible] 88%

POWER BALL

[illegible] 88%

POWER DRIFT

[illegible] 88%

PREDATOR 2

[illegible] 88%

QUACKSHOT

[illegible] 88%

RAINBOW ISLANDS

[illegible] 88%

RAMBO III

[illegible] 88%

RASTAN SAGA II

[illegible] 88%

REVENGE OF SHINOBI

[illegible] 88%

RINGSIDE ANGEL

[illegible] 88%

ROAD BLASTERS

[illegible] 88%

ROAD RASH

[illegible] 88%

ROAD RASH II

[illegible] 88%

ROBOCOD

[illegible] 88%

ROLLING THUNDER II

[illegible] 88%

SHADOW DANCER

[illegible] 88%

SHADOW OF THE BEAST

[illegible] 88%

SHADOW OF THE BEAST II

[illegible] 88%

SHINOBI

[illegible] 88%

SHOVE IT!

[illegible] 88%

SIDE POCKET

[illegible] 88%

SIMPSONS

[illegible] 88%

SLAUGHTER SPORT

[illegible] 88%

SONIC THE HEDGEHOG

[illegible] 88%

SONIC THE HEDGEHOG II

[illegible] 88%

SPACE HARRIER II

[illegible] 88%

SPEEDBALL II

[illegible] 88%

SPIDERMAN

[illegible] 88%

STAR CONTROL

[illegible] 88%

STREETS OF RAGE

[illegible] 88%

STREETS OF RAGE II

[illegible] 88%

STRIDER

[illegible] 88%

SUPER HANG-ON

[illegible] 88%

SUPER KICK OFF

[illegible] 88%

SUPER LEAGUE

[illegible] 88%

SUPER MONACO GP

[illegible] 88%

SUPER MONACO GP II

[illegible] 88%

SUPER OFFROAD

[illegible] 88%

SUPER REAL BASKETBALL

[illegible] 88%

SUPER SHINOBI II

[illegible] 88%

SUPER THUNDERBLADE

[illegible] 88%

SUPER VOLLEYBALL

[illegible] 88%

SUPERMAN

[illegible] 88%

SWORD OF SODAN

[illegible] 88%

SWORD OF VERMILION

[illegible] 88%

TARGET EARTH

[illegible] 88%

TASK FORCE HARRIER

[illegible] 88%

TAZMANIA

[illegible] 88%

TECHNOCOP

[illegible] 88%

TEDDY BOY

[illegible] 88%

TEENAGE MUTANT HERO TURTLES

[illegible] 88%

TEENAGE MUTANT HERO TURTLES II

[illegible] 88%

TERMINATOR

[illegible] 88%

TERMINATOR II

[illegible] 88%

THUNDERFORCE II

[illegible] 88%

THUNDERFORCE III

[illegible] 88%

THUNDERFORCE IV

[illegible] 88%

TOE JAM & EARL

[illegible] 88%

TOKI

[illegible] 88%

TOM & JERRY

[illegible] 88%

TOMMY LASORDA BASEBALL

[illegible] 88%

TOP GEAR

[illegible] 88%

TOP GEAR II

[illegible] 88%

TRACK & FIELD

[illegible] 88%

TRAMPOLINE TERROR

[illegible] 88%

TRUXTON

[illegible] 88%

TURBO OUTRUN

[illegible] 88%

TWIN HAWK

[illegible] 88%

TWIN WORLD

[illegible] 88%

TWINKLE TALE

[illegible] 88%

TWO CRUDE DUDES

[illegible] 88%

ULTIMATE QIX

[illegible] 88%

ULTIMATE SOCCER

[illegible] 88%

VALIS III

[illegible] 88%

VAPOR TRAIL

[illegible] 88%

VERYTEX

[illegible] 88%

WARDNER

[illegible] 88%

WARRIOR OF ROME

[illegible] 88%

WARRIOR OF ROME II

[illegible] 88%

WHIP RUSH

[illegible] 88%

WHIPPER BILLY

[illegible] 88%

WHITE LION

[illegible] 88%

WIMBLEDON

[illegible] 88%

WINTER CHALLENGE

[illegible] 88%

WONDER BOY

[illegible] 88%

WONDER BOY III

[illegible] 88%

WORLD CUP ITALIA '90

[illegible] 88%

WORLD CUP SOCCER

[illegible] 88%

WORLD OF ILLUSION

[illegible] 88%

WRESTLE WAR

[illegible] 88%

WRESTLEBALL

[illegible] 88%

XDR

[illegible] 88%

ZANY GOLF

[illegible] 88%

ZERO WING

[illegible] 88%

ZOOM

[illegible] 88%

ZOOMER

[illegible] 88%

GAME INDEX

OVERALL 78%

CYBERBALL

DARK CASTLE

DECAPATTACK

DESERT STRIKE

OVERALL 94%

DICK TRACY

DJ BOY

DOUBLE DRAGON

perfect... except that it's too easy to beat. So unless you're a complete beat 'em up addict, this isn't really worth the money.

OVERALL 86%

OVERALL 90%

OVERALL 82%

FANTASIA

FASTEST ONE

FATAL LABYRINTH

FATAL REWIND

FERRARI GRAND PRIX CHALLENGE

FIGHTING MASTER

FLICKY

FINAL BLOW/JAMES "BUSTER" DOUGLAS CHAMPIONSHIP BOXING

FORGOTTEN WORLDS

GAIRIES

GAIN GROUND

GALAHAD

MM SEGA 161

GAME INDEX

GHOSTBUSTERS

GHOULS 'N' GHOSTS

GYNOUG

JAMES POND

LAKERS Vs CELTICS

LAST BATTLE

LHX ATTACK CHOPPER

MARBLE MADNESS

MARIO LEMIEUX HOCK...

MEGATRAX

MERC

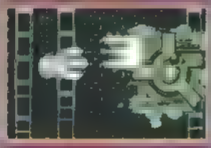
PGA

PUNCH & JUDY

SIM CITY

SUPER HANG-ON

TOKI



MIDNIGHT RESISTANCE

[illegible] coin-op conversion which [illegible] [illegible] and you should have a great time!

OVERALL 86%

[illegible]

[illegible]

OVERALL 81%

MIKE DITKA'S POWER FOOTBALL

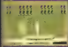
[illegible] between Joe Montana Football and [illegible] [illegible] but not as good as either.

OVERALL 72%

[illegible]

[illegible] excellent graphics, [illegible] [illegible] sampled speech [illegible] this is a very addictive platform game which will have you tapping your feet [illegible] Forget the fact that this has [illegible]

OVERALL 86%



[illegible]

[illegible] graphics and the easy difficulty level make this a rather dull up-the-screen shoot 'em up which we can only recommend to novices.

MYSTIC DEFENDER

Originally imported as [illegible] [illegible] looks the [illegible]

[illegible]

NEW ZEALAND STORY

[illegible]

[illegible] HOCKEY

[illegible]

OLYMPIC GOLD

[illegible]

OUTRUN

[illegible]

[illegible]

[illegible]

over the shop. With some rigorous playtesting this could have been a winner. As it stands its [illegible] marred by its foibles.

OVERALL 73%

PGA TOUR GOLF

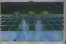
[illegible]

OVERALL 93%

PHANTASY STAR [illegible]

[illegible] like to use their brains rather than their joysticks. [illegible] due to the lack of immediate action.

OVERALL [illegible]



PHANTASY STAR [illegible]

[illegible]

OVERALL 84%

[illegible]

different and very long sub-levels, making this challenging even to the most skillful of players. If you're a platform game fan, this is an essential purchase.

OVERALL 94%

RINGS OF POWER

[illegible] have tried to inject new life into the RPG formula, but have sadly ended up with a [illegible] of games. It looks alright on the surface, but get deeper and there's nothing there to provide intellectual stimulation.

OVERALL 41%

ROAD RASH

[illegible] your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways [illegible] indulging in violent acts with other "[illegible]". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!

OVERALL 92%

ROAD RASH II

This game plays much the same as the original Road Rash, but comes in more bikes, more weapons and even more dangerous races! What's more, there's [illegible] up the proceedings. If you own Road Rash, there's not much point buying this – it's more of an update. However, if you're after the greatest Megadrive road racer, look no further.

OVERALL 93%

ROBOCOD

One of the finest platform games on the Megadrive, featuring absolutely superlative graphics, splendid sound and wonderful gameplay as you guide the [illegible] against the robotic [illegible]

OVERALL 9[illegible]

ROLLING THUNDER II

[illegible]

[illegible]

[illegible]

[illegible] IN THE DARK

[illegible]

had unbelievable at times and the game does grow quite dull in one-player mode. However, in that [illegible], Side Pocket turned into quite a popular game – in two-player mode. Putting off a [illegible] in front of your mates is an excellent laugh! If you enjoy the sport, and have no shortage of human opponents, give it a try.

OVERALL 75%

SLIME WORLD

An entertaining enough platform game that casts one or two players as intergalactic cleaners, out to clear the cavernous Slime World of gems and other valuable items. The controls are cumbersome, the [illegible] dull, but the game has plenty to do and is quite fun in two-player mode.

OVERALL 70%

SMASH TV

A decent conversion which suffers from poor controls and slightly dodgy collision detection. Die-hard Smash TV fans should enjoy the action, but others [illegible]

OVERALL 73%

[illegible]

This strange puzzle game involves the player moving boxes around store rooms. It doesn't sound exciting, and indeed it isn't, but the action is absorbing [illegible], and puzzle fans should relish the considerable challenge.

OVERALL 70%

SONIC THE HEDGEHOG

Sega's hyped-beyond-belief character stars in a game inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating [illegible] and experienced gamers should have this one licked within days.

OVERALL 9[illegible]

SONIC THE HEDGEHOG [illegible]

Sonic's back in his greatest adventure yet! [illegible] best graphics you can imagine, [illegible]

SPACE HARRIER II

[illegible]

SPEEDBALL II

[illegible]

[illegible]

[illegible]

BRITAIN'S NUMBER ONE NINTENDO MAGAZINE.

AND THATS OFFICIAL

GAME INDEX

OVERALL 75%

STAR FIGHT

OVERALL 94%

OVERALL 88%

STREET SMART

OVERALL 90%

STREETS OF RAGE

OVERALL 48%

SUPER LEAGUE BASEBALL

OVERALL 86%

OVERALL 90%

OVERALL 89%

OVERALL 84%

OVERALL 69%

SUPER VOLLEYBALL

SWORD OF VERMILION

OVERALL 87%

OVERALL 83%

TAZ-MANIA

OVERALL 91%

TECHNOCOP

OVERALL 48%

THE TERMINATOR

OVERALL 92%

TEST DRIVE II: THE DUEL

THUNDERFORCE III

OVERALL 80%

OVERALL 87%

TONGUE OF THE FAT-MAN

OVERALL 89%

TWISTED FLIPPER

ADVERTISEMENT INDEX

ACCLAIM .....77, 78, 79, 8 & 9
ACCOLADE.....17
ARCADE SOFTWARE 91
AMS 91
CIM CITY 91
CABCON 105
CONSOLE MANIA.....69
COMPUTERS & CONSOLES 73
CONSOLE CONNECTIONS.....105
COMPUTER EXCHANGE 65
CABLECOM 43
COMET.....30 & 31
CONSOLE CONCEPTS 43
DREAM MACHINES.....44
DATEL 36
DOMARK.....IFC & 3, OBC
DATAGEM.....146
DMC'S.....73
DIXONS 51
GAMES MASTER CONSOLES.....105
GAMES GALORE.....176
GUIDING LIGHT 65
GAME RESERVE 19
HMV 29
HARTSCROFT 83
HORNBY HOBBIES 23
INSTAMEC.....69, 48
INFORMATION VENDORS 90,
.....68, 64, 178
KINGBIT GAMES 73
KRAZY CONSOLES.....83
LYNX CONSOLES.....95
MEGACOM 149
MEGA GAMES 149
MILLENIUM ... .149
NETWORK.....22
POWER PLUS.....69
PREMIER CONSOLES.....48
RING - A - ROUND 83
RHINE GAMES.....58
SUPER SWAPS.....83
SOFTWARE SWAPS.....73
SURFCLIFF. 95
SHEKHANA.....65
SIMON & SHULSTER 39
SPECIAL RESERVE 35
TOYS R US.....53
TOYMASTER.....48
THATZ ENTERTAINMENT .....IBC
UMC 48
WOOLWORTHS 12
WHACKY WORLD 143

GAME INDEX

TWO CRUDE DUDES

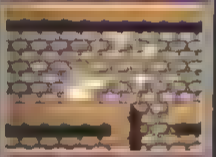
OVERALL 79%

OVERALL 91%

OVERALL 79%

OVERALL 79%

OVERALL 79%



OVERALL 89%

OVERALL 39%

COLUMNS

OVERALL 87%

DONALD DUCK: THE LUCKY DIME CAPER

OVERALL 92%

DRAGON CRYSTAL

OVERALL 79%

FACTORY PANIC

OVERALL 82%

FANTASY ZONE

OVERALL 84%

GALAGA '91

OVERALL 85%

G-LOC

OVERALL 82%

HALLEY WARS

OVERALL 69%

HEAVYWEIGHT

INDIANA JONES $1

OVERALL 83%

NINJA GAIDEN

OVERALL 80%

OVERALL 49%

PSYCHIC WORLD

OVERALL 55%

PUTT 'N' PUTTER GOLF

OVERALL 58%

SHINOBI

OVERALL 94%

OVERALL 88%

OVERALL 87%

GAME INDEX

OVERALL 86%

OVERALL 63%

OVERALL 88%

OVERALL 96%

OVERALL 88%

OVERALL 61%

OVERALL 33%

OVERALL 92%

MASTER SYSTEM

AGE OF ACES

OVERALL 84%

OVERALL 51%

OVERALL 86%

OVERALL 76%

ALIEN STORM

OVERALL 73%

OVERALL 74%

OVERALL 70%

OVERALL 79%

BACK TO THE FUTURE II

OVERALL 37%

OVERALL 78%

OVERALL 56%

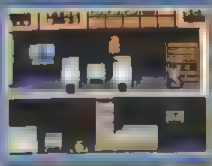
OVERALL 86%

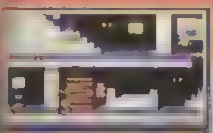
OVERALL 81%

OVERALL 91%

OVERALL 71%

OVERALL 57%



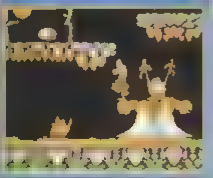


OVERALL 85%

OVERALL 93%

OVERALL 47%

OVERALL 89%

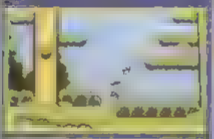


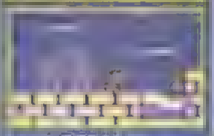
CLOUD MASTER

OVERALL 77%

OVERALL 96%

OVERALL 92%





OVERALL 70%

OVERALL 79%

OVERALL 32%

OVERALL 89%

OVERALL 88%

OVERALL 81%

OVERALL 62%

OVERALL 62%

OVERALL 85%

OVERALL 68%

OVERALL 90%

GAME INDEX

OVERALL 83%

OVERALL 70%

OVERALL 68%

OVERALL 67%

OVERALL 71%

OVERALL 71%

GAME INDEX

IMPOSSIBLE MISSION

Impossible Mission sounds great, featuring highly impressive effects. It looks stunning, but more importantly it plays absolutely brilliantly. A fantastic game which is destined to become one of the classic Sega titles.

OVERALL 97%

INDIANA JONES AND THE LAST CRUSADE

Indiana Jones and the Last Crusade is almost as hard as the hero himself. The graphics and sound are both good, and with five very challenging levels to battle through, this should appeal to those who like their games very tough.

OVERALL 88%

JUNGLE FIGHTER

[illegible] is an end-of-the-[illegible] game. The [illegible] are [illegible] and the [illegible] are [illegible] for the amazing price, though. The [illegible] are [illegible], but the gameplay is a little bit [illegible]. Also, there are only a few stages, and although the [illegible] are numerous, they're not particularly tough. Games have weight like it, but don't expect it to challenge you for long.

OVERALL 71%

JOE MONTANA'S FOOTBALL

The first John Madden's class makes it over to the Master System, boasting plenty of action, loads of teams and billions of strategies. Unfortunately, it just doesn't work. The graphics are dull, suspension is poor and the display layout makes [illegible] a [illegible] game. Football fans will feel let down.

OVERALL 65%

KENSEIDEN

Action is thin on the ground, but what do you expect from a role-playing game? Some of the still screens are truly superb, and there's plenty of brain bashing combat in the game to keep a role-playing [illegible]

OVERALL 84%

This superb puzzle game was all the rage in [illegible] a while ago. Finally it has reached its [illegible] way to the Master System. So is it any good? Well, yes it is. If brainy-type [illegible] are your [illegible]

OVERALL 90%

KUNG-FU KID

Impressively similar in style to Ghost House, this platform game with kung-fu overtones is all jolly fun. If you're after something with better graphics and more challenge, take a look at Black Belt before parting with your cash.

OVERALL 78%

LASER GHOST

A [illegible] conversion of Sega's [illegible] arcade [illegible] a [illegible] gun to [illegible] all the [illegible] of ghosts, either with light phaser or mouse. Fairly [illegible] with things a bit, but it's still quite a laugh with nice [illegible] and plenty of action. Light phaser owners should rush this.

OVERALL 76%

LIGHT PHASER

[illegible] it. It's fast, and has a few [illegible]

OVERALL 46%

LORD OF THE SWORD

This game styles most hack-and-[illegible] role-playing game with arcade sequences. It's a nice idea in principle which doesn't quite make it due to the rather bland action, and the fact that the role-playing bits are quite weak - there's only not enough of each game style to satisfy fans of either genre.

OVERALL 74%

MARBLE MADNESS

A conversion of the old Atari coin-op, this conversion retains just about all of the features of the arcade machine. Unfortunately, the game just plays too slowly and the control method is extremely dodgy to say the least. Disappointing.

OVERALL 70%

MAZE HUNTER 3D

Run your [illegible] 3D mazes and enter the [illegible] interesting game of [illegible] and more [illegible]. The 3D effect is pretty good, and the game is fun to play, but not [illegible] challenging, that an [illegible] enthusiast by any means, but if you're after some [illegible] to go with your 3D glasses, this is worth [illegible]

OVERALL 74%

MERCS

Your last location of death, the coin-op Mercs makes its appearance on the Master System. It's violent, it's got good graphics, it's highly playable and it's also very easy. If you think you'll keep coming back to this game even when you've completed it [illegible] should only take two goes at most, check it out.

OVERALL 81%

MICKEY MOUSE IN THE CASTLE OF ILLUSION

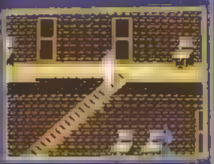
The same game for [illegible] does the start in this cute platform game. Great graphics and sound, loads of [illegible], good gameplay and a bit of a challenge make this a cert to get.

OVERALL 93%

MOONWALKER

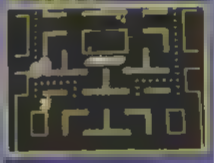
Jumpin' Jive your thang in Moonwalker, a platform shoot 'em up starring none other than Michael Jackson himself. The graphics are smart, and it's pretty playable, but be warned, it does get pretty repetitive. Quite fast and distinct platformers will love this, though.

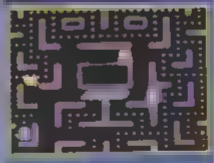
OVERALL 86%



MS PACMAN

Gobble dots! Evade ghosts! Legge into a round Ms. Pacman is just regular Pacman with looks as, even the competition has plays made waves after a while, so don't buy this out. If you're desperate for a Pac title, get Pacmania instead.





[illegible]

Wonder Wonder is an enjoyable game, and is recommended to people here who enjoy a bit of action.

OVERALL 81%

MISSILE DEFENCE 3D

Missile Defence 3D is by no means an extensive game, but if you're after something to use with your 3D glasses, this is worth having a look at.

OVERALL 76%

MONOPOLY

When you're desperate to play Monopoly and never have a friend to play with, you might as well buy the board board game - it's cheaper, and it's a lot easier [illegible] than the [illegible] off, you won't argue with the [illegible]

[illegible] other add-ons, are here [illegible] [illegible] addition, also) requires you to manage your [illegible] [illegible] have kidnapped by land developers. The game is good fun, but Monopoly is a better example [illegible] but before buying this.

OVERALL 74%

NINJA

Although the graphics are rather simplistic, the [illegible] is challenging and addictive. The difficulty level is nicely pitched so you seem to get a little further into the game each time, and there are ten levels to beat. If you're after a [illegible] game with a difference, this is worth taking a look at.

OVERALL 86%

NINJA GAIDEN

An excellent [illegible] scrolling slash 'em up, Ninja Gaiden comes highly with its [illegible] gameplay and smoothness. A tad easy maybe, but Ninja Gaiden is just so good to play you'll still be coming back for more months later.

OVERALL 83%

OLYMPIC GOLD

A lively playable selection of sporting events, [illegible] Hills Sprint, Diving, 110m Hurdles, Swimming, Archery and the Pole Vault. It's a little repetitive, but the game is still great fun and well worth examining at your nearest software emporium.

OVERALL 81%

OPERATION WOLF

[illegible] the role of a super-tough commando and blast [illegible]

SUPERSONIC

HEDGEHOG WITH ATTITUDE

OUT

ON

7", 12", CASS & CD

AVAILABLE FROM ALL GOOD RECORD STORES

SEGA

NINTENDO SUPER FAMICOM

UNIVERSAL CONVERTOR	18.95
CABCOM JOYSTICK	79.95
AREA 88	34.95
AMAZING TENNIS	47.95
BARTS KNIGHTMARE	44.95
CONTRA 3	42.00
DINO CITY	42.00
DOUBLE DRAGON	43.00
DRAGONS LAIR	44.95
F1 ROC	43.95
FACEBALL 2000	42.95
HOME ALONE 2	42.00
IREM SKINS GOLF	44.95
KRUSTYS FUN HOUSE	35.00
MARIO KART	44.95
MARIO PAINT	54.95
MICKEY MOUSE (IN STOCK)	49.95
NCAA BASKETBALL	44.95
PARODIUS	44.95
PRINCE OF PERSIA	44.95
ROBOCOP 3	42.00
SPIDERMAN & X-MEN	44.95
STREET FIGHTER 2 (USA/JAP)	59.95
SUPER PANG	40.00
SUPER STAR WARS	49.95
WINGS 2	44.95
ZELDA 3	42.00

SEGA MEGADRIVE

ALIEN 3	34.00
GODS	37.00
JOHN MADDEN 93	36.00
ROAD RASH 2	37.50
STREETS OF RAGE 2	37.50
SONIC 2	36.00
WWF	34.00
WINTER CHALLENGE	28.00

SWAP MEGADRIVE FOR SUPER NES NOW!!

WACKY WORLD

* MAIL ORDER HOTLINE! !

★ ZAP 081 295 0556 ★

- NEO GEO, PC ENGINE ETC & ACCESSORIES AVAILABLE NOW!
- AWESOME SECOND HAND STOCK ! !
- PART EXCHANGE CONSOLES & GAMES
- REPAIR SPECIALISTS
- PREVIOUS BUYERS CALL FOR XMAS DISCOUNT

OPEN FROM 9.30 TILL LATE, MON TO SAT SUNDAY (AFTER 10AM)

ZAPCO LTD 14 High Street Chislehurst Kent BR7 5AN

NINTENDO GAMEBOY

HOME ALONE	22.95
LOONY TUNES (BUGS BUNNY 3)	22.95
MARIO 2	24.00
SPEEDBALL 2	24.00
STAR WARS	25.00
TINY TOONS	23.00
W W F 2	24.95

SEGA GAME GEAR

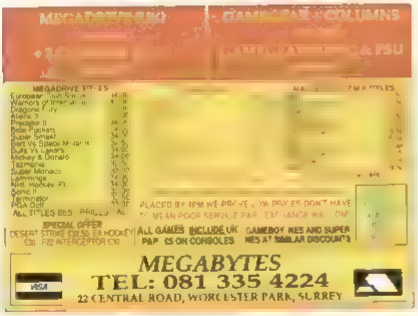
BATMAN RETURNS	25.95
CHUCK ROCK	25.95
JOE AND MAC	25.95
LEMMINGS	25.95
SONIC 2	25.95
TAZMANIAN DEVIL	25.95
SUPER KICK OFF	19.00

NAME
ADDRESS

POSTCODE
TEL
ITEM COST

Sub Total £
Total £
Add £1.50 per order for P&P
Credit Card Details
Exp. Date
Signature

Cheque PO Access/Visa/Mastercard
Order dispatched within 24hrs / cheques dispatched subject to clearance


MEGADRIVE TITLES
SPECIAL OFFER
ALL GAMES INCLUDE UK P&P £5 ON CONSOLES
GAMEBOY NES AND SUPER NES AT SIMILAR DISCOUNTS
MEGABYTES
TEL: 081 335 4224
22 CENTRAL ROAD, WORCESTER PARK, SURREY

POWER UP

A SURGE OF POWER FOR YOUR TURKEY

MEGADRIVE HARDWARE	
Pal Megadrive + Sonic	99.99
Pal Megadrive + sonic II	129.99
Pal Megadrive + Sonic + Sonic II	145.00
Pal Megadrive + Sonic	99.99
Bare Knuckle	34.99
Menacer Gun + Terminator	Call
Arcade Power Stick	39.00
Sn Pro Pad	17.99

PLEASE ADD £1.50 P&P PER GAME, £5.00 PER CONSOLE PLEASE PHONE FOR AVAILABILITY BEFORE ORDERING

MEGADRIVE SOFTWARE	
Jordan Vs Bird	Call
M A Bashing	35.00
Shadow of the Beast	36.00
Bio Hazard Battle	36.00
Batman Returns	36.00
Gods	35.00
Captain America	35.00
John Madden 93	36.00
Super WWF	36.00
Toxic Crusaders	Call
Land Stalker, Gen,	40.00
Champion bowling,	35.00
Chester Cheetah	Call
Sonic II	36.00
Death Duel	36.00

Super Eight	36.00
Shinobi	36.00
Superman	Call
Tiltapia	34.00
Rampart	34.00
Keeper of the Flames	45.00
LHX Attack Chopper	38.00
Atom IR	34.00
Aquatic Games	36.00
Side Pocket	34.00
Mega Twins	34.00
NHLPA Hockey 93	36.00
Dragons Fury	34.00

HO, HO, HO AND YULE TIDE GREETINGS TO YOU ALL!

3 BELMONT ROAD, NORTHUMBERLAND HEATH, ERITH, KENT DA8 1JY

TEL: 0322 333057

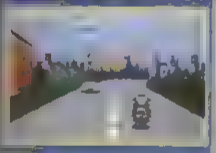
Xmas is the time of festive cheer
Lots of food and lots of beer
Make some money to get these things
But don t despair your phone will ring
Marie or Sean at your beckoned call
Place an ad and you re walking tall

PHONE

071 972 6700

GAME INDEX

OVERALL 63%



PACMANIA

OVERALL 89%

OVERALL 68%

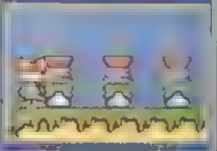
OVERALL 55%

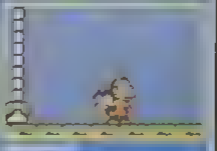
OVERALL 98%

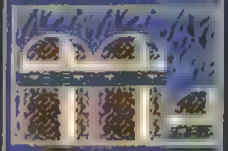
OVERALL 46%

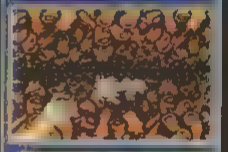
OVERALL 94%

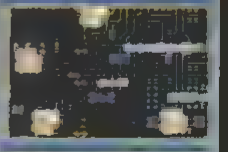
OVERALL 90%

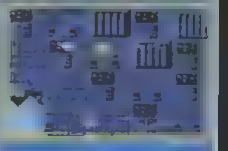












OVERALL 80%

GAME INDEX

OVERALL 88%

OVERALL 79%

OVERALL 83%

OVERALL 48%

OVERALL 70%

OVERALL 82%

OVERALL 27%

OVERALL 40%

OVERALL 77%

OVERALL 71%

OVERALL 89%

OVERALL 77%

OVERALL 70%

OVERALL 89%

OVERALL 84%

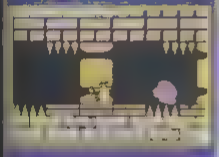
OVERALL 88%

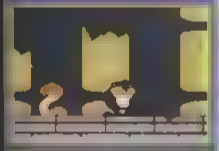
OVERALL 67%

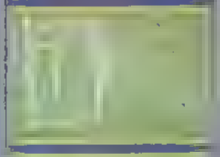
OVERALL 37%

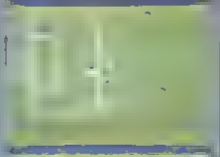
OVERALL 96%

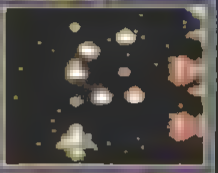
GAME INDEX

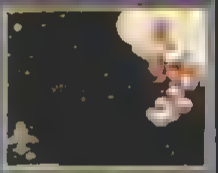


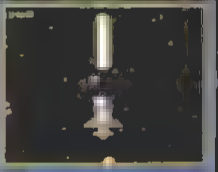












SUPER NINTENDO

Super Nintendo with Mario and USA Adaptor £159.99
(please add £10 for next day delivery)
USA Super Adaptor £9.99
Streetfighter 2
CAPCOM Joystick £14.99

SUPER NINTENDO USA SOFTWARE ONLY £39.99 EACH

Contra Spirits, Smash TV Top Gear, Krustys Fun House, Joe and Mac, F1 Race of Champions, Mystical Ninja Ninja Boy, Bart's v Mutants Super Tennis, Amazing Tennis, Extra Innings, Double Dragon Turtles 4, Castlevania 4, Addams Family, Addams Family Animation, Lemmings, UN Squadron, Super Wrestlemania, PGA Tour Golf, Home Alone 2, Home Alone Super R Type, Robocop 3, F Zero, Zelda 3, Dragons Lair, Hunt for Red October, Tom and Jerry, Ghouls and Ghosts, Final Fight, Bulls v Blazers, Sim City, Hook, Battletank, NCAA Basketball, Terminator 2, Blues Brothers, S Adventure Island, Irem Skins Golf, Dr Franken, Actraiser, Super Bowling, Pilot Wings, Toys, Super Slam Dunk, Super NBA Allstars, Spiderman Ax Lay Sim Earth, Super Batter Up, Wing Commander, Wings 2, Spankys Quest, George Foreman's Boxing, Batman Return of Joker, Death Valley Rally, Prince of Persia, Gods, Vikings, Out of this World, Chuck Rock, Mickeys Mystical Quest, Super Contra Probes, Superman, Equinox, Best of Best, Karate, American Gladiators, Noah's Ark 2, Diamond Challenge, Falcon, Star Trekking, Star Wars, Mario World, Kabloozey, Dream TV, Facebail 2000, Mario Kart, Super Buster Brothers, Super Megaman, Strike Gunner, Alien 3, Universal Soldier, James Bond 007, Test Drive 2, Rocky and Bullwinkle, California Games 2, Desert Strike, EA Hockey 93, Dino City, Monopoly, Cluedo, Dracula, Lethal Weapon 3, Hit the Ice, On the Ball, Super Sonic Blastman, Swamp Thing, Robosaurus, Super Battletoads, Super Off Road, Jimmy Connors Pro Tennis, Arcana, The Jetsons, Golden Fighter, Lagoon, Rocketeer, Pitfighter, Rival Turf, Paperboy 2, Ultra Man, Probotector, Ultra Bots, Madden Football, Gun Force, Magic Sword, Wheel of Fortune, Space Football, Super Soccer Champ, World League Soccer, Mario World 4, Shadow of the Beast, Pipedreams, Nigel Mansell Racing, Utopia

PLEASE ASK IF YOU CAN'T SEE THE GAME YOU WANT

STREETFIGHTER 2	**£49.99**
Pebble Beach Golf	£29.99
Waialea Golf	£29.99
Populus	£29.99

ALL GAMES REQUIRE SUPER ADAPTOR £9.99

GAMEBOY

Gameboy+Tetris	£59.99
Gameboy+Tetris +Any Game	£79.99
Lightboy	£9.99
Magnifier	£6.99
Gamelight	£7.99
Carry-all case	£14.99
Battery pack	£21.99
Power supply unit	£4.99
Cigarette adaptor	£7.99
Caseboy	£7.99

GAMEBOY USA GAMES £19.99 EACH

Addams Family, Adventure Island, Baloon Kid, Battletoads 2, Bugs Bunny 2, Blades of Steel, Bubble Bobble, Batman 2, Blues Brothers, Bart Simpson, Camp Deadly, Bart Simpson v Juggernaut, Krustys Fun House, Beetlejuice, Caesars Palace, Chase HQ, Choplifter, Castlevania, Caveman Ninja, Duck Tales, Dragons Lair, Double Dragon 2, Double Dragon 3, Dr Franken, Golf, Ghostbusters 2, Gremlins 2, Heavy Weight Boxing, Hook, Home Alone 2, Hudson Hawk, Hammering Harry, Hunchback, Gauntlet II, Jeep Jamboree, Jack Nicklaus Golf, Kid Icarus, Knights Quest, Mesh man, Mickey Chase 2, Mr Do, Monopoly, NBA, NBA 2, Marble Madness, Ninja Gaiden, Arcade, Operation, Contra, Pitfighter, Prince of Persia, Punisher, R-Type 2, Robocop 2, Robocop 3, Super Kick-off, Snow Brothers, Star Trek, Star Wars, Empire Strikes Back, Spy vs Spy, Super Mario 2, Super Off Rd, Spiderman 2, Terminator 2, Terminator 2 the Arcade Game, Turtles 2, Top Gun, Tom and Jerry, Ferrari GP, Humans, Wave Race, Yoshi, George Foreman Boxing, Miner 20 49er, Track Meet, Kirbys Dream Land, Barbie Game Girl, Battleships, Bionic Commando, Looney Toons, Tiny Toons, Speedball 2, Pyramids of RA, WWF 2, World Circuit Series, Xenon 2, Swamp Thing, Aliens 3, Little Mermaid, Out of Gas, Rocky and Bullwinkle, Bill and Ted's Adv, Viking Child, Incredible Crash Dummies, Toxic Crusaders, Best of the Best, Universal Soldier, Track Attack, Adventure of the Trolls, Hit the Ice, Facebail 2000, Talespin, Zen, Tiny Toons 2, Track and Field, Dig Dug, Dracula, Rocky and Bullwinkle, Titus the Fox, Ultra Golf, Scrabble, Toys, Flintstones, Lemmings, Super Mario Land, Turn and Burn, Popeye, Mouse Trap, Lazlo Leap, Megaman 3, Darkwing Duck, Tumble Pop, Rolans Curse 2, Jimmy Connors Tennis, MC Kids, Robin Hood, Lethal Weapon 3, The Jetsons

PLEASE ASK IF YOU CAN'T SEE THE GAME YOU WANT

MEGADRIVE

Jap Megadrive+Sonic (+ £10 carrier next day)	£99.99
Japanese Adaptor	£7.99
Control pad	£9.99
Replacement PSU	£12.99
Scart cable	£7.99
AV cable	£7.99

MEGADRIVE SOFTWARE

Chase HQ	£34.99
Super Battle Tank	£34.99
Dragons Fury	£34.99
Smash TV	£34.99
Gadget Twins	£37.99
Bods	£36.99
Lemmings	£36.99
Side Pocket	£34.99
Alien 3	£30.99
Predator 2	£33.99
Rampart	£36.99
Capriab Tennis	£33.99
WWF Wrestlemania	£34.99
Hit the Ice	£34.99
Home Alone	£34.99
Terminator	£34.99
Terminator 2	£34.99
Humans	£39.99
Batman R of Joker	£37.99
Superman	£34.99
Flintstones	£34.99
Death Duel	£34.99
Greendog	£34.99
Corporation	£34.99
Euro Club Soccer	£34.99
Sonic 2	£34.99
Super Monaco 2	£34.99
Tazmania	£34.99
Bulls vs Lakers	£35.99
Lotus Turbo Challenge	£34.99
Evan Hollyfield Boxing	£34.99
Chuck Rock	£34.99
EA Hockey 93	£34.99
James Pond 3	£34.99
Super Off Road	£32.99
Speedball 2	£34.99
Xenon 2	£34.99
Flintstones	£33.99
American Gladiators	£38.99
Super Shinobi 2	£35.99
Twisted Flipper	£31.99
Krustys Fun House	£34.99
Simpsons v Space Mutants	£34.99
Swamp Thing	£34.99
Amazing Tennis	£35.99
LHX Attack Chopliter	£34.99
NBA All Star Challenge	£34.99
John Maddens 93	£34.99
George Foreman Boxing	£33.99
Pirates	£34.99
Strike Eagle II	£34.99
Blood & Guts Football	£34.99
James Bond 007	£34.99
Captain America	£33.99
Muhamad Ali Boxing	£34.99
Andre Agassi Tennis	£34.99
Indiana Jones	£34.99
PGA Tour Golf	£33.99
Thomas the Tank Engine	£33.99
Ex Mutants	£34.99
Streets of Rage 2	£34.99

ASK FOR ALL THE OLD RELEASES - WE HAVE OVER 200 IN STOCK NOW!!!

GAMES Galore

"THE PEOPLE WHO GIVE YOU MORE"

(0442) 212313
(20 lines)

VISA

GAME GEAR

Game Gear/Columns	£89.99
Game Gear/Col/Sonic	£119.99
G Gear/Col/Sonic 2	£129.99
Master Gear	£12.99
PSU	£4.99
TV Tuner	£64.99
Sega PSU	£14.99
Wide Gear	£9.99
Cigarette Adapter	£9.99
Recharger	£27.99
Dynasound Large	£15.99
Dynasound Small	£15.99
Gear to Gear Cable	£5.99
Sega Case	£13.99

ALL THE FOLLOWING GAMES ARE £24.99 EACH

Spiderman, Chuck Rock, Marble Madness, Prince of Persia, Simpsons, Super Space Invaders, Rampart, Wimbledon Tennis, Super Monaco Grand Prix 2, Allen 3, Smash TV, George Foreman Boxing, Terminator 2, Humans, R.C. Grand Prix, Bonic the Hedgehog, Devilish, Super Kick Off, Prince of Rage, Home Alone 2, Batman Return of Joker, Mickeys Olympic Gold, Paperboy, Tennis, Sonic Hedgehog 2, Donald Duck, Wonderboy, Dragons Trap, Chase HQ, Little Mermaid, Axe Battler, Indiana Jones

ATARI LYNX- ALL BACK CATALOGUE SOFTWARE ONLY £14.99 EACH

Paperboy, Tank Mercenary, Electro Cop, Gates of Zendocon, Klax, Slimeworld, Roadblasters, Gauntlet 3, APB, Warbirds, Chequered Flag, MS Pacman, Chips Challenge, Pit Fighter, Rampage, California Games, Turbo Sub, Blockout, Ninja Gaiden, Scrapyard Dog, Xenophobe, Xybots

ALL THE FOLLOWING GAMES ARE PRICED AT £24.99 EACH

Crystal Mines, Toki, Hydra, Cattle, Blue Lightning, Vindicators, 720, NFL Football, Hypersports, Baseball Heroes, Hockey, Pinball Jam, Rolling Thunder, Shadow of the Beast, Lemmings, Pitfighter, Kung Food, Dirty Larry, Rai-Den, Space War, Bad Boy Tennis, Steel Talons, Power Factor, Dracula, Dirt Olympics, Casino, Hydra, Rampart, Demonsgate, Geo Dual, Lemmings, Batman (£29.99)

217 London Road, Apsley, Hemel Hempstead, Herts HP3 9SE

HOW TO ORDER FROM US

Our telesales team are open for business from **9am to 12 midnight** Monday to Friday. On Saturdays and Sundays we open at 9am and close at 9pm. You can place your order using a variety of **credit cards and Switch**. Cheques and postal orders should be sent to the above address for processing. Please allow 7 days for cheque clearance.

We have 20 telephone lines open and ready for your business and enquiries.

Parcels are all sent 1st class **postage**. When ordering you will be given an order number, please remember it for future orders. With every order from 1/9/92 you will receive the following, **a FREE £5 gift of discount vouchers valid for one year**, another order form, updated release list. Plus other special offers.

VISIT OUR SHOPS

217 London Rd, Apsley, Hemel Hempstead, Herts
0442 233996

24 Catherine Street, St Albans, Herts
0727 811866

158 Lower High Street, Watford, Herts

ALL SHOP PRICES VARY PRESENT THIS ADVERT IN THE SHOP AND YOU WILL RECEIVE A £1.00 DISCOUNT OFF OUR SHOP PRICES.

WE HAVE THE LARGEST STOCKS TO SUPPLY YOU QUICKLY WITH YOUR CONSOLE AND SOFTWARE NEEDS.

ORDER FORM

POSTAGE & PACKING: GAMES £1 EACH, CONSOLES £4 EACH, ACCESSORIES £1.50 EACH. SNES GAMES £2.00 EACH

NAME .....

ADDRESS .....

POST CODE ..... TEL NO .....

NAME OF GAME	COST

CARD No ..... EXP DATE .....

SIGNATURE ..... DATE .....

PRICES ARE SUBJECT TO CHANGE WITHOUT NOTIFICATION

next month

Get ready for the New Year with the January issue of the definitive guide to the world of Sega: MEAN MACHINES SEGA!

We'll have mega reviews of all the latest Sega gear, including:
Powermonger!
Rolo to the Rescue!
Mega Twins!
Steel Talons!
Death Duel!
Mick and Mack!
Little Mermaid!
Double Dragon III!
Another World!
The list just goes on and on...

Add all of that to the hottest news, the greatest previews, the most amusing letters page and the best tips and you've got one unbeatable magazine!

What's more, we've got YET ANOTHER completely brilliant cover-mounted gift! What is it? Well, you'll just have to wait until next month to find out won't you eh?

Out on 28th December

AWESOME PRIZES

WIN
SEGA GAME GEAR
0839 36 39 69

WIN WIN WIN WIN WIN WIN WIN

SUPER
NINTENDO
0839 36 39 67

GAME BOY!
0839 36 39 70

SEGA
MEGA DRIVE
0839 36 39 68

ATARI
LYNX
0893 36 39 71

SEGA
MASTER
SYSTEM II
0893 36 39 72

WIN WIN WIN WIN WIN WIN WIN WIN

HUNT FOR RED OCTOBER	0839 36 39 73
ALIENS 3	0839 36 39 74
BATMAN	0839 36 39 75

THE BEST TIPS & CHEATS!

(Commodore/Spectrum etc) - 8 bit
0898 330 901
(Atari St/Amiga etc) - 16 bit
0898 330 902
(Sega Megadrive/Master System etc) - 16 bit
0898 330 903

CALL CHARGES: Calls cost 36p per min cheap rate/48p per min all other times. Make sure you ask your parents' permission before you call. Max.call length 5 mins, max call cost £2.40. Multiple choice competition. For further information & list of previous prize winners write to Awesome Po Box 1650 B1 1AA.

Sega, Game Gear, Mega Drive, Master System, Nintendo Game Boy, Super Nintendo, Atari Lynx are all registered trade marks of their respective companies and we are not related to or endorsed by the

WE'LL BEAT ANY PRICE THAT'S A PRICE PROMISE*

VIDEO GAMES I'M BACK

AT MAIL ORDER PRICES THAT CAN'T BE BEATEN

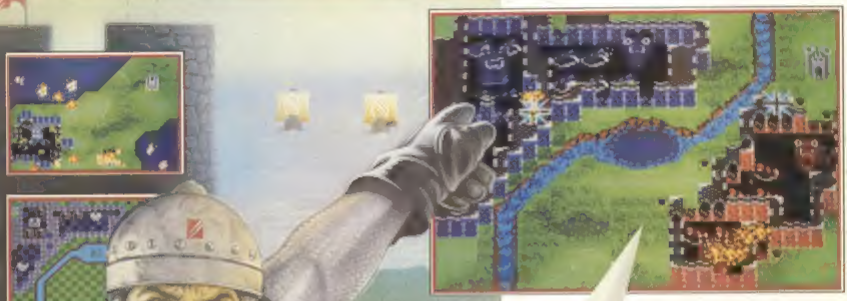
FREE 1st CLASS POST-SAME DAY DESPATCH

SEGA MEGADRIVE

Alien 3	£34.99
Alien Storm	£29.99
Bulls vs Lakers	£34.99
Chuck Rock	£34.99
Desert Strike	£34.99
Ecco The Dolphin	£34.99
Fatal Rewind	£34.99
Flashback	£34.99
Gauntlet 4	£34.99
Global Gladiators	£34.99
Golden Axe 3	£34.99
Jungle Strike	£34.99
Lemmings	£34.99
Mega Games 1	£34.99
Mega Games 2	£34.99
Mega Games 3	£34.99
Mega Games 4	£34.99
Mega Games 5	£34.99
Mega Games

RAMPART™

"It's Medi-EVIL!.."



Rampart allows two players simultaneously to travel back in time to the middle ages. Seven rounds of dynamic battle action, medieval destruction, and three levels of difficulty guarantee a game that is exhilarating, challenging and downright addictive.

SEGA™
Master System™

"Sega" and "Master System" are trademarks of Sega Enterprises Ltd.
™ Atari Games. Licensed to Tengen, Inc. ©1991 Tengen Inc.

DOMARK

TENGEN
VIDEO GAMES